



World War II Wargames Rules

ACTION
SECOND EDITION



CAMPAIGN **ITALY: SOFT** **UNDERBELLY**



OSPREY GAMES

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ABOUT THIS BOOK



This supplement levels a magnifying glass over the events and battles of the Sicilian and Italian campaigns of 1943, from the eve of Operation *Husky* in July 1943 to the assault on the Winter Line in December 1943. Events that not only led to the downfall of Mussolini's new Roman Empire, but also to a vehemently divided Italy and a brutal 22-month quagmire for the Allies.

After years of seesawing battle, the fighting in North Africa came to a close with an overwhelming victory for the Allies. After years of defeat and retreat it was now time to go on the offensive with Operation *Husky*: the Allied invasion of Sicily. Operation *Husky* was the largest combined arms operation in human history up to that time, and a prototype for the landings in Normandy. Lessons that were learned on the island of Sicily became invaluable to the magnificent execution of Operations *Neptune* and *Overlord*.

In the Italian campaign, the British Eighth and the US Fifth Armies increasingly became a truly international coalition, with around 30 different nationalities serving throughout the length of the Italian campaign. This array included Indians, Irish, New Zealanders, Moroccans, Canadians, and the 1st Italian Motorised Group – the first Italian unit of many that would fight in the Allied cause. The veteran Germans, on the other hand, were much more homogeneous, at least until late 1943, when fresh, inexperienced grenadier divisions arrived at the front line. A mainstay of the Italian campaign throughout 1943 and beyond were the German airborne – the Fallschirmjäger. Time and again the Fallschirmjäger were called in when the going got tough or the line was about to break. The 1st

Fallschirmjäger Division, already legendary as the 7th Fliegerdivision, continued to astound their opponents with their extraordinary élan and skill. The veteran troops of Kesselring's 10th Army had the Italian terrain to their advantage, while the Allies had the advantages of firepower, control of the sea and air and a long Italian coastline which left the German front-line open to outflanking.

This book views the events of the Italian campaign through the eyes of the wargamer seeking to create the battles fought by these men; from the middle-aged men of the Italian coastal divisions to elites like the German Fallschirmjäger, the Devil's Brigade, or the Special Raiding Squadron; from the dry Sicilian coastal plain under the hot summer sun, to the hills and mountains in the Sicilian interior, the desperate struggle in Salerno, the rain and mud of the Volturno Line, and the mountains, cliffs, snow, and bitter cold of the Winter Line. This book covers only the first six months of the strike into the 'soft underbelly' of the Axis, a further volume will cover the events of the last 16 months of the campaign in Italy.

In addition to the *Bolt Action* rulebook, the reader may need access to one or more of the 'Armies of' books which provide rules for many of the units and equipment used by the armies in this book, mainly those found in the *Armies of the United States*, *Armies of Great Britain*, *Armies of Germany*, and *Armies of Italy and the Axis* supplements. Some units are also found in the latest *Bolt Action FAQ and Errata*, which is free on the Warlord Games Website: www.warlordgames.com.



US M4 Sherman Medium Tank

THE SOFT UNDERBELLY OF THE AXIS



"Is it better to strike the belly or strike the snout?"

British Prime Minister Winston Churchill

Moscow, August 1942. As panzers threatened the gates of Stalingrad, Churchill and Stalin met for the first time. Their first meeting was a tense affair as Churchill explained why the Allies have chosen not to open up a second front in Western Europe, but instead decided to land an invasion force in French North Africa. Stalin, knowing the Soviet people were fighting for survival with a knife at their throat, scoffed curtly: "You must not be afraid of the Germans." It was at this point that Churchill explained his strategy. He drew a crocodile symbolising Europe and then pronounced: "Is it better to strike the belly (pointing at the soft smooth underbelly of the drawn crocodile) or strike the snout?" (pointing up to the crocodile's powerful jaws).

Churchill saw the Mediterranean, Italy, and the Balkans as the more effective and sensible way to strike at Hitler's Reich. Taking out Germany's weaker partner, Italy, would create a vulnerable point to exploit in the Axis perimeter. After the failed cross-channel raid at Dieppe, Churchill became fervent in his belief that the Mediterranean strategy was the right course of action. Much of the British top brass, hoping never to repeat the disaster of Dunkirk, agreed with him. However, like Stalin, the Americans were never convinced of this strategy.

The United States and the British Empire, while having a lot in common, had differing goals and divergent strategy in reaching these goals. The British had the survival of their empire and colonies to consider. The United States was not interested in being dragged into operations based on Britain's interests. Churchill also thought in the long-term: how would Soviet power be checked after the Axis were defeated? Roosevelt's main concern was the defeat of Nazi Germany. The Americans wanted a direct strike deep into the German heart land via northern Europe while the British preferred a peripheral long term strategy designed to wear down and weaken Germany by attacking her empire on many fronts. The Mediterranean theatre of operations was vital to their plans.

In late 1942, it seemed British ideas on the direction of the war effort were winning out. The Americans for the moment had abandoned their desire to open a second front in North-West Europe in 1942, conceding that the Western Allies were not yet ready for such an undertaking. Instead President Roosevelt agreed to support landings in North-West Africa to defeat the Axis for once and all in North Africa. This would also give the Americans the opportunity to test their mettle against the Germans

before the main strike into Europe. The issues of divergence in strategy and the way forward for the Allies in 1943 came to a head at the conference in Casablanca (codenamed SYMBOL) in January 1943.

The Americans did not want attention diverted from what they saw as the Allies main focus: the cross-channel invasion of North-West Europe in 1943. They argued for ending operations in the Mediterranean after the Axis had been driven from North Africa. The British argued that the Allies would not have the strength to successfully mount what was then called Operation *Round Up* (what would become Operation *Overlord*). The British pushed that the Allies should take advantage of the momentum gained from Operation *Torch* to knock Italy out of the war, while at the same time take some pressure off the Russians. The end result was a compromise. Both sides agreed on the following: 1) Sicily would be the target of the next Allied thrust into Europe once the Tunisian campaign had been wrapped up, and 2) That a cross-channel invasion was going to happen whatever strategy was picked, delivering the final blow to a weakened Germany.

At the TRIDENT Conference in May 1943, Churchill argued that the Allies' main goal should be to knock a militarily and politically weakened Italy out of the war, which would leave Italy and the Balkans undefended. This would create an opportunity for the Allies to exploit, while forcing the Germans to dilute their forces on other fronts in order to plug the massive hole in their defences. Roosevelt agreed that pressure should continue to be placed on the Germans. However, one of the main ways *Overlord* might be affected was by the allocation of landing craft to Mediterranean, and the debate soon centred around this issue. A compromise was reached. The British accepted that the North-Western European operation would be the Allies' main focus, with the bulk of new forces and new equipment being allocated to *Overlord*. This included the allocation of landing craft and the withdrawal of veteran troops from the Mediterranean Theatre of Operations (MTO) to England after Operation *Husky*. The Americans agreed to support British plans to knock a crumbling Italy out of the war and limited operations in Italy.

Before Allied troops had even set foot on the Sicilian shore limitations were already being clamped on the campaign in Italy. The Italian campaign would remain under the tall shadow of Operation *Overlord*. Churchill would not avoid the jaws of the crocodile, but he would get the chance to poke its belly.

PRELUDE: PLANNING FOR THE INVASION OF SICILY



OPERATION *HUSKY*: THE ALLIED PLANS

The original plan for the invasion of Sicily was complex, with landings centred on Palermo and Catania focused on capturing ports and airfields over a period of four days. However, as the Tunisian campaign drew to a close, Montgomery put forward an alternate plan, which scrapped the landings at Catania completely and landed the whole 15th Army Group (British 8th and US 7th armies) at Palermo. On 2–3 May, Monty's plan for Operation *Husky* was accepted and the invasion date was set for 10 July 1943.

The Invasion fleet of 2,600 vessels was divided into two naval task forces. The Eastern Task Force, under Admiral Bertram Ramsay, would transport the British Eighth Army to their invasion beaches; while the Western Task Force, under Henry K. Hewitt, would transport the Americans.

The British Eighth Army, under Montgomery, was to land on the south-east of the island between the *Capo Murro di Porco* (Cape of the Pig's Snout, or Pig's Head) just south of the ancient city of Syracuse, and Pozzallo on the south coast near the Pachino Peninsula. The Special Raiding Squadron would land at the Capo Murro di Porco and knock out a battery of 152mm guns there, while No. 3 Commando was to knock out another battery at Cassibile.

With the batteries cleared, British XIII Corps, under Lieutenant General Miles Dempsey, would land on a series of beaches classified as 'Acid'. The British 5th Infantry Division landing on the 'Acid North' beaches near Cassibile, while the 50th (Northumbrian) Infantry Division would land on the 'Acid South' around Avola. British XXX Corps, made up of the 231st Malta Brigade, 51st Highland Division, and the 1st Canadian Division, were to land on the 'Bark' beaches around the Pachino Peninsula. No. 40 and 41 Royal Marine Commandos were to secure the Eighth Army's left flank. Also supporting the Eighth Army would be the Shermans of the 4th Armoured Brigade and the heavy artillery of the 6th Army Group, Royal Artillery (AGRA). The aim of the Eighth Army was to drive north through Catania and onto Messina to block any escape, trapping the remaining Axis forces. To assist this drive, the 1st Airborne Division was to conduct

missions to secure two bridges vital to Montgomery's drive north. The first landing on D-Day was codenamed *Ladbroke*. This was a glider *coup de main* by the 1st Airlanding Brigade with the objective of seizing the Ponte Grande bridge, securing the route to Syracuse. This was to be followed three days later by the 1st Parachute Brigade, in conjunction with No.3 Commando, securing two bridges, at Primosole and Lentini.

The US 7th Army's landings, under Lieutenant General George S. Patton Jr., were to take place in three main areas in the gulf of Gela. Closest to the Canadian landings was the US beachhead codenamed 'Cent'. The US 45th Division were to land on beaches around Scoglitti. On the 45th's left flank, the US 1st Infantry Division, 'the Big Red One', would land at a Gela beach codenamed 'Dime', supported by the 1st and 4th Ranger Battalions. On the extreme left flank of the invasion, the US 3rd Infantry Division would land on both sides of Licata. This force, known as 'Joss', were supported by the 4th Ranger Battalion. Seventh Army's mission was to drive north through Sicily's rough interior, protecting the Eighth Army's left flank, then turn towards Messina upon reaching the north coast. The 2nd Armoured Division was to support this drive, as were the independent 70th and 73rd tank battalions. Landing behind enemy lines on the night of 9–10 July was the US 82nd Airborne Division. Their role was to disrupt reinforcement of the enemy's coastal divisions and to stymie their counter-attacks by securing important road junctions and the high ground in front of the American beachhead.

In the British Eighth Army's reserve was the 78th 'Battle Axe' Division, battle-tested in Tunisia, the green 1st Canadian Tank Brigade, and No. 2 Commando with 'Mad' Jack Churchill in command. The US Seventh had the veteran US 9th Infantry Division in reserve. Operation *Husky* would be the largest combined operation up to that point. Over seven divisions and 160,000 men would be involved in the initial phase of *Husky*, with 2,600 ships and swarms of aircraft flying overhead.

Through various Allied deception operations such as Operation *Mincemeat*, where fake documents were planted on a corpse and allowed to wash ashore on the Spanish coast, and Operations *Barclay* and *Cascade* implemented by the British 'A Force' deception team, the Germans were

PRELUDE: PLANNING FOR THE INVASION OF SICILY

This map of Sicily illustrates the strategic deployment of Italian military units during the 1943 invasion. Major port areas are delineated by dashed red lines, including the Gulf of Palermo, Gulf of Castellammare, Gulf of Milazzo, Gulf of Catania, Gulf of Augusta, Gulf of Gela, Gulf of Noto, and Gulf of Syracuse. Military units are marked with alphanumeric codes and symbols: 'GM' for Gruppo mobile (mobile group) and 'GT' for Gruppo tattico (battle group). Major airbases are indicated by a circle with a cross. The map also shows the Caronie Mountains, the Strait of Messina, and the Tyrrhenian Sea. A scale bar indicates distances up to 20 miles and 20 km, and a north arrow is present in the bottom right corner.

THE AXIS PLANS FOR THE DEFENCE OF SICILY

Though German strategic thinking in the Mediterranean was influenced by the Operation *Mincemeat* deception, the Italians were far from convinced and continued to send reinforcements to Sicily. By the time of the invasion there were 252,000 Italian military personal on Sicily, of which 192,000 were *Regio Esercito* (Royal Army) personnel. In February 1943, *Generale d'Armata* (Field Army General) Mario Roatta took command of the Italian 6th Army stationed in Sicily, adding reinforcements to the garrison's strength and accelerating construction of the island's defences. He was replaced in May by *Generale d'Armata* Alfredo Guzzoni.

The Italian 6th Army was made up of two corps: the XII and the XVI, each were assigned a half of the island. The XII was assigned the western side, from roughly halfway between Gela and Licata, while the XVI covered the rest of the island to the east. The island's first line of defence was the *Divisione Costiera* (Coastal Divisions), mostly locally recruited, poorly motivated, older men. Waiting in the interior to counterattack were the regular army formations and the Tactical and Mobile groups. There were four regular army divisions in total, all inexperienced, with the Livorno Division being the best equipped and largest. Guzzoni concentrated what little armoured units he had – 148 tanks, tank destroyers and assault guns in total, mostly obsolete French designs – into *Gruppo Mobili* (Mobile Groups).

If the Mobile Groups were a concentration of the Italian's armoured units the *Gruppo Tattico* (Tactical Groups) were a concentration of the more capable Italian units, mainly Bersaglieri and Blackshirts. Their role was to counterattack and destroy any landing. Along with the Italian units were two understrength German divisions in the Italian 6th Army's order of battle: the 15th Panzergrenadier Division and the 1st Paratroop Panzer Division Hermann Göring.

The nucleus of the 15th Panzergrenadier Division started out as a conglomeration of replacement units that were being sent to Tunisia. In June, the Division was assigned a new commander and redesignated the 15th Panzergrenadier. The Division was under the command of the Italian XII Corps in Western Sicily.

The Hermann Göring Division (HGD) had lost most of its trained troops and competent officers fighting in the Tunisian campaign. Kesselring, the theatre commander in the Mediterranean, was concerned with the unit's readiness and the lack of experience of its officers. On paper it was still a powerful unit with double the panzer strength of the 15th PG Division. For this reason, it was assigned to the XVI Italian corps in the all-important eastern sector and given the Tiger tanks of the 504th Heavy Tank Battalion.

Mussolini's boys on the move



OPERATION *HUSKY*





HUSKY I AND II AIRBORNE LANDINGS

"Monty is trying to steal the show and with the assistance of Divine Destiny (Eisenhower) he may do so."

General George S. Patton Jr.

Since the revolutionary and effective German airborne operations of the blitzkrieg, the Allies had sought to emulate this prior successful implementation of vertical envelopment. Operation *Husky* would be the testing ground for the Allies.

As the Allied fleets rendezvoused off the coast of Malta on the morning of 9 July, Italian spotter planes signalled their presence to the Axis commanders on Sicily. By late afternoon General Guzzoni had put the island on alert. By 0100hrs on D-Day morning the island was put on a state of emergency. In the meantime, the air armada holding 3,405 American paratroopers was already on route to their drop zones in the

Sicilian countryside – Operation *Husky I* was underway.

Bomber strikes on Axis airfields kept the Luftwaffe and Regina Aeronautica busy as 226 C-47 Dakotas carrying the 505th PIR (Parachute Infantry Regiment) and the 3/504th PIR neared their destination. Radar jamming and dummy paratrooper drops were used to distract attention away from the real landings.

However, a complicated route to avoid friendly fire, navigating at night with inadequate instruments, poor pilot training in low altitude jumps, and a summer storm all affected the accuracy of the drops. Additionally, the Americans were not using pathfinders to mark out landing zones, something the British were using in Sicily for the first time. When the paratroopers made their jumps at midnight, they were scattered all over Sicily, with only 15–20 percent landing anywhere near their intended drop zones.

In some ways the scattered jumps worked to the Allies' advantage. Their main opposition was the poor-quality troops of the Coastal Divisions, so the 82nd were still able to secure their main objective, the fortified high ground of Piano Lupo which dominated the Niscemi road. This blocked German reinforcements from getting to Gela and slowed the advance of Panzer Division Hermann Göring by a day. The main beneficiary of the scattered jumps was the 45th 'Thunderbird' Division, whose drive inland from the beaches was helped significantly by mis-dropped paratroopers taking the high ground behind the 'Cent' beachhead.

The scattering of the *Husky I* jumps also created something that would be repeated in the Normandy landings a year later – a sense of dread for the defenders as the paratroopers landed all around them. Many Coastal Division troops simply threw away their weapons and went home. The paratroopers were spread out so far that some landed as far away as Syracuse, prompting the Axis commanders to conclude that many more paratroopers landed than actually had.

On the night of 11 July Operation *Husky II* was launched to reinforce the paratroopers landed on the morning of July 10th. 144 aircraft took off for Sicily holding the remainder of the 504th PIR, the 376th Parachute Field Battalion, and Company C of the 307th Airborne Engineer battalion. As the C-47s neared the Sicilian coast, black silhouettes appeared on the sea below. Suddenly 5,000 guns of all calibres spat fire at the oncoming aircraft. The air armada was flying over the Western Task Force. The fleet had been subject to air attacks all day and German bombers had been overhead not long before the paratroopers flew over the fleet. The anti-aircraft gunners, expecting another Axis attack, were jittery; and even though the C-47s had the proper recognition lights and the Navy had been warned of the operation, the disaster still played out. 23 aircraft were shot down and another 37 badly damaged. Almost 400 paratroopers were killed, wounded or missing, and 98 air crewmen killed. A third airlift, set for the next night, was cancelled. Though the two operations didn't go as planned and saw their share of catastrophes, overall, the airlift was considered a 'qualified success' by the Allies.

Gavin's ragtag force prepares to face their German opposition



SCENARIO 1: BIAZZA RIDGE

The 505th Regimental Combat Team (RCT) was scattered all over southeast Sicily. Its commander, Colonel James Gavin, had landed in the area between the towns of Biscari and Vittoria, well south of the 505th's objective. Pulling together a ragtag squad of paratroopers, he headed toward the sound of gunfire. By the end of 10 July a frustrated Gavin still had no clear picture of where he was or whether he was anywhere near his objective, the bunker complex at Piano Lupo.

The next morning, Gavin's group encountered soldiers of the US 45th Infantry Division advancing inland from their beachhead. Finally able to ascertain where he was, Gavin commandeered a jeep and made his way westward along Highway 115. Further up the road he ran into Major Krause and 200 men of the 3/505th Battalion, which he promptly ordered to move toward Gela. Gavin then encountered a group of roughly 20 parachute engineers. Their commander, Lieutenant Ben Wechsler, informed Gavin that the Germans were holding a ridge up ahead, at the road junction between Highway 115 and the road to Biscari. Gavin conducted a reconnaissance and concluded the ridge, which dominated the vital road junction, needed to be taken.

Gavin ordered Major Ben Vandervoort back to find Krause and his men, with orders for them to come back to assist. He then ordered the engineers forward to seize the high ground. They were soon pinned down by increasing fire – Gavin had unknowingly stumbled into the left flank of the Hermann Göring Division's Kampfgruppe East. At 0915, Krause's men began arriving and with a platoon from the 45th Division took the ridge. The Germans quickly counterattacked, with artillery and mortar fire supporting their thrust. The Germans succeeded in taking the crest only to be ousted by a second American attack. The Germans regrouped for a frontal assault as Tigers of the 2/504 *Schwere Panzer Abteilung* (Heavy Tank Battalion) arrived.

However, even with the Tigers, the German attack was

cautious and scattered, and was soon driven back. The Germans then began mercilessly pounding the ridge with their Tigers, artillery, and mortars, forcing Gavin to retreat his men to the reverse slope of the ridge. The failed German attack exposed the inexperience of the Hermann Göring Division's officers, who opted for a frontal assault without even considering using their greater numbers to outflank the American positions.

Gavin had few heavy weapons with which to counter the German bombardment. The only effective anti-tank weapons available were bazookas, which had to wait until the Tigers were very close to ensure a hit. Even then, the Tiger's thick armour deflected most hits. At midday a 75mm howitzer arrived, followed by a second at 1300. Gavin positioned them on the flanks, firing from open sights, the guns landed direct hits on the tanks, but only stunned some of the crews temporarily.

While the Germans were readying themselves for another counterattack, Captain Ireland arrived with two artillery observers: one calling in artillery from a battalion of 155mm guns, the other from naval gunfire offshore. The 45th also brought two 57mm anti-tank guns to assist. As the Germans closed with the thin American line, heavy artillery fire landed amongst them, forcing them to abandon the attack.

With fresh reinforcements including Sherman tanks at his disposal and the Germans disrupted, Gavin went on the offensive. The ferocious American attack pushed the Germans from their positions and into headlong retreat. Gavin's ad hoc force had stopped the Eastern Kampfgruppe's bid to advance on Gela and kept the link-up between the 'Dime' and 'Cent' beachheads open.

OBJECTIVE

Both sides need to take and hold the ridge.

SET-UP

This scenario is played on a 6' by 4' table. Set up the board as shown on the map. The landscape is dry summer grassland broken up by Sicilian crops and farmhouses.

The ridge is the dominant feature, covering most of the left side of the table. The ridge itself has scrub, sparse trees, rocky areas, and a few houses and tracks. Treat the ridge as soft cover but not rough ground. A railway line crosses the map from one long table edge to the other. On the right side of the railway track is a railway station (*Stazione di Acate*) very close to the

German Nebelwerfer Rocket
Artillery Team



American table edge. Also running from long table edge to long table edge is Highway 115. A side road diverges from the highway heading toward the town of Biscari. This road heads off the short table edge where the German reserves enter. Much of Highway 115 is bordered by low stone walls.

Place an objective marker 12" in from the German long table edge and 15" in from the ridge side short table edge. Place another objective marker 12" in from the American long table edge and 15" in from the ridge side short table edge. Place a third objective 15" in from the ridge side short table edge and 24" in from each long table edge.

SPECIAL RULES

NO OUTFLANKING

There is no outflanking in this scenario.

POOR AIR-GROUND CO-ORDINATION

See the rules on [page 167](#).

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see [page 168](#)).

FORCES

US Group A: Colonel James Gavin with two additional soldiers, 1st Lt. Ben Wechsler (Veteran and Stubborn) with two additional soldiers, and one 10-men Parachute/Glider Engineer squad (MTO) with two SMGs, one flamethrower, and five pistols.

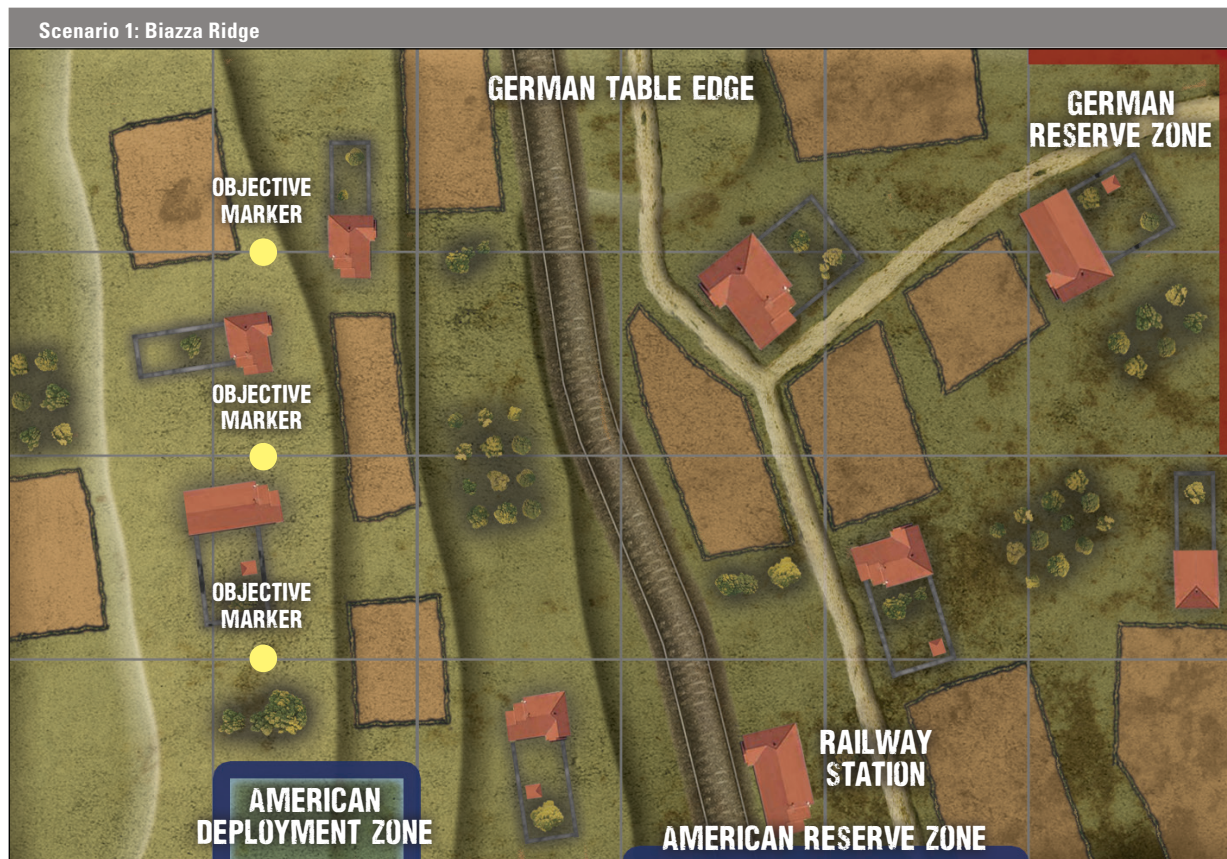
US Group B: Major William Hagan (Veteran and Stubborn) and one additional soldier; one 12-man Regular Infantry Squad (Early/Mid-war) from the 45th Infantry division with any combination of weapons available to them, four 8-men Parachute Rifle squads (MTO) each with two SMGs, one LMG and five pistols, and three Bazooka teams (Veteran and Stubborn).

US Group C: One 75mm pack howitzer (Veteran light artillery), two Regular Forward Artillery Observers (one from the Navy, the other from a battery of 155mm howitzers), and one Regular 57mm Anti-tank Gun M1 with tow.

US Group D: One 1st Lieutenant (Veteran, Stubborn) and soldier, one 8-man Parachute Rifle squad with two SMGs, one LMG and five pistols, one 8-man Parachute/Glider Engineer squad (MTO) with two SMGs, one flamethrower and five pistols, and two M4A1 Sherman 75mm tanks.

The Germans construct an initial 500pt force using the Kampfgruppe East HGD Reinforced Platoon selector.

German reinforcements are two Veteran Tiger I tanks and a 1,000pt force built using the Kampfgruppe East HGD Reinforced Platoon selector.



DEPLOYMENT

The German player deploys up to half of their initial force (rounding down) within 12" of the objective closest to the German table edge. The remainder of the initial force arrives in the first wave on turn 1. They can enter along table edges marked in red, labeled 'German reserve zone' on the map. Starting on turn 2, the German reinforcements can enter from this zone.

US Group A: deploys in the American Deployment zone shown on the map.

US Group B: starts rolling for reserves from turn 2. They arrive from the blue American reserve edge marked on the map.

US Group C: starts rolling for reserves on turn 4. They arrive from the American Reserve edge marked on the map.

US Group D: starts rolling for reserves on turn 6. They arrive from the American Reserve edge marked on the map.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 8 roll a die: on a roll of 1, 2, or 3, the sun sets and the battle is over; on a roll of 4, 5, or 6 the game continues for one more turn.

VICTORY!

To achieve victory, one side must hold two of the three objectives at the end of the game otherwise the game is a draw.

To capture an objective one side must have one of their infantry or artillery units within 3" of the marker and no enemy units also within 3" of the marker. Non-transport vehicles can't capture objectives but can contest them, denying them to the enemy. Transports and tows can neither capture nor contest an objective.

US Airborne and Army troops face the Tigers of Schwere Panzer Abteilung 504



OPERATION LADBROOKE

Operation *Ladbroke* was conducted by glider borne troops of the British 1st Airlanding Brigade on D-Day morning. The main goal was the capture of the Ponte Grande bridge with the purpose of continuing the momentum of the British advance from the invasion beaches to Syracuse.

Preceding the glider landings, pathfinders of the 21st Independent Parachute Company dropped on the landing zones and marked them. Operation *Ladbroke* was the debut of the pathfinding unit. The air armada holding the Brigade consisted of 144 gliders, 136 were American Waco Hadrian gliders (with which the British glider pilots had little training), the remainder were British Horsa gliders. Headwinds and the difficulty of judging distance at night meant that some of the gliders were released early, causing 76 gliders to crash into the Mediterranean Sea. Before the airlanding units even got out of their gliders, 605 men were casualties.

The 1st Airborne Division's commander, Major General George Hopkinson, was in one of the crashed gliders, the 1st Airlanding Brigade's commander, Brigadier Philip 'Pip' Hicks was in another. While holding onto the wing of his crashed glider, bobbing up and down in the sea, Pip turned to his brigade-major floating next to him and with utter understatement said, "All is not well, Bill." Only a total of four gliders landed in their designated landing zones, and only one managed to land near the Ponte Grande bridge. The occupants of that glider were 2nd Lieutenant Lawrence Withers and his platoon from the 2nd battalion.

Withers and his men made their way to the bridge, completely surprising the defenders from the Italian 121st Coastal Infantry Regiment and captured it without a single casualty. By sunrise, other airlanding troops had made it to the bridge. A total of 72 men and one 2-inch mortar had made it before the Italians set up a perimeter around the bridge. Withers had been briefed before the operation that they would need to hold the bridge until the arrival of the 5th

Division at 0730. The Italian attacks on the defenders began at 0400. While the initial Italian attack had been light and sporadic, heavy Italian reinforcements arrived at 1130, forming an improvised Italian battle group called *Gruppo Tattico Canicattini Bagni*, that included tank support and heavy weapons. For four hours the British held on bravely against the onslaught. At 1530, having been attacked relentlessly, 15 British survivors were finally captured.

Half an hour after the Italians retook the bridge, troops of the Royal Scots Fusiliers arrived at Ponte Grande. As the Italians guarding the prisoners moved to defend it, they were overpowered by their prisoners who grabbed the Italians' rifles and turned the weapons on their captors. The bridge was taken, and against overwhelming odds the 1st Airlanding Brigade's objective secured. After the disastrous execution of Operation *Ladbroke*, sheer courage had won Ponte Grande Bridge.

OPERATION LADBROOKE AND BOLT ACTION

SCENARIOS

To recreate the battle for Ponte Grande Bridge, use the 'Scenario 12: Bridgehead' scenario on [page 102-103](#) of the *Duel in the Sun* book.

REINFORCED PLATOONS AND UNITS

Players wanting to represent the small airlanding force that took Ponte Grande can either use the Glider landing reinforced platoon found on [page 127](#) of the *Duel in the Sun* book or the 1st Airborne reinforced platoon (Primosole Bridge) selector found on [page 144](#) of this book. If the 1st Airborne reinforced platoon is used for a Ponte Grande force do not take any captured German equipment in your Ponte Grande list. Captured Italian equipment may still be used.

A brave GI assaults a German emplacement with grenades



THE SEABORNE LANDINGS

THE EIGHTH ARMY

When the time came to set the seaborne invasion of Sicily in motion, Admiral Cunningham did it with no grandiosity, simply giving the concise order: "Carry out Operation *Husky*." The British Eastern Task Force then rendezvoused off the island of Malta's southern coast and made its way to Sicily. The landings would not be proceeded with thunderous naval bombardments, the commanders rather wishfully wanted to maintain tactical surprise.

The special forces units of the SRS (Special Raiding Squadron), Army Commandos, and Royal Marine

Commandos were the first forces to land at around 0300. The SRS successfully took out the battery of 152mm guns on the Capo Murro di Porco while No. 3 Commando eliminated the battery at Cassibile. RM (Royal Marine) Commandos 40 and 41 landed west of the Canadian beaches and secured that flank. At 0430 the main invasion forces loaded onto their landing craft, the rough seas caused seasickness and landing craft veered off course all along the British invasion beaches. Montgomery had feared mass casualties and blood-soaked beaches. However, resistance all along the British sector was light. The main opposition was from the 206th Coastal Division, which

The Special Raiding Squadron move into position as dawn breaks



put up little resistance. By late morning the Eighth Army was surging inland. The 231st Malta Brigade faced their first real opposition when the Napoli Division counterattacked supported by R35 tanks. A brief engagement followed with waiting Shermans, anti-tank guns, and artillery facing off against the attackers, sending them packing with heavy casualties.

In the northern-most Allied beachhead, the British 5th Division advanced steadily toward the Ponte Grande bridge, but without the urgency the airlanding troops desired. They were slowed down by a lack of transport that affected most of the Eighth Army, and by pockets of resistance they chose not to bypass.

The wayward glider landings all around the Syracuse naval base convinced the Italians of a massive airborne

assault set to trap them in Syracuse. A chain reaction of fear spread through the Syracuse-Augusta military district, starting when a detachment of *Kriegsmarine* troops in Augusta destroyed their base and retreated northward. Fear spread to other troops in the area, who also retreated. The 206th Coastal Division and Napoli Division on the frontline also crumbled in the face of Allied numbers and firepower. The Italian garrison fled Syracuse and the British took it almost unopposed. As the fleeing Axis troops ran headlong for Augusta, the presence of *Kampfgruppe Schmaltz* brought back some semblance of order to the retreating forces.

On hearing reports of the Eighth Army's progress on D-Day, Monty was overjoyed. At the conclusion of the first day the British seemed to be on track to achieve their invasion objectives.



TOP SECRET

BEACH RECONNAISSANCE

The Combined Operations Pilotage Parties (COPP) were a new unit created by the British Admiralty in December 1942 at the urging of Lord Louis Mountbatten. The unit's origins go back to March 1941 when the unit's founders, Major Roger Courtney, founder of the SBS (Special Boat Section), and Lieutenant Commander Nigel Wilmott, conducted beach reconnaissance missions on the island of Rhodes. After the chaos of the *Torch* landings the Navy realised the benefit of reconnoitring potential landing sites. Wilmott was given command of the new unit and set about training 50 new reconnaissance teams. The units used specialised equipment to complete their missions, such as rubber suits, night compasses, and devices for measuring gradient and depth of water.

From February, the unit began reconnaissance of the Sicilian coast. Many of the COPP teams were lost undertaking this dangerous work right under the nose of the enemy. However, the information they provided on sandbars, the suitability of beaches for landing vehicles, gradients, and water depth were all vital. On the morning of the *Husky* landings, the COPP teams went out again to act as markers for the incoming invasion force. The work of the COPP teams contributed greatly to the landing's overwhelming success, which allowed the British to gain a commanding foothold on the first day of the invasion.

SCENARIO 2: STORMING THE PIG'S SNOUT

The Special Raiding Squadron (SRS) bobbed and bounced in their landing craft as they neared Capo Murro di Porco, eventually making landfall in a cove a COPP team had guided them to. Their mission was to take out a battery of three 152mm guns targeting the invasion beaches of the British 5th Infantry Division. An unguarded rock-carved staircase leading up the cliff face allowed them to make their way to the top undetected. Studying the target, the SRS's commander Major Robert 'Paddy' Mayne quickly devised a plan. He ordered his mortar section to open fire on the battery. While the garrison was ducking for cover, Troops 1 and 2 cut through the barbed wire and assaulted the dugouts. After seizing the battery from the bewildered defenders. The detachment of Royal Engineers attached to the unit went to work destroying the guns. A green flare was fired, signalling the invasion fleet that the deed was done. In taking the battery, the SRS had captured 50 bewildered prisoners and killed or wounded a further 60. The SRS took no casualties in return. As they watched landing craft move to shore, the booming of artillery could

be heard in the distance followed by fountains of water rocketing skyward around the invasion ships. There was another Italian battery the SRS would need to contend with.

Mayne, immediately ordered Troops 1 and 2 to attack the battery, leaving Troop 3 to clear a nearby farmhouse of Italian coastal division troops, who promptly surrendered. As Troops 1 and 2 advanced, they encountered another group of Italian soldiers waving the white flag of surrender. As an SRS section approached, the Italians dropped to the ground. A machine gun from a nearby pillbox opened fire, killing a trooper. Sergeant Reg Seekings, enraged by the act, charged the pillbox with a Colt .45 and grenades, wiping out its occupants. Finally reaching the battery, The SRS troops faced more poor-quality troops and the Italians, with grins on their faces, surrendered willingly. After the guns and the ammunition dump were destroyed, the SRS raided the Italian food stores and sat down for breakfast, watching the landing craft of the invasion force plough forward toward the golden shore.

Scenario 2: Storming the Pig's Snout



OBJECTIVE

The Special Raiding Squadron must destroy all seven artillery pieces on the board. An SRS infantry model can destroy an artillery piece by using demolition charges, which may be taken by SRS squads and Royal Engineer Field Sections. The rules for demolition charges can be found on [page 165](#). The Italians must protect the batteries.

SET-UP

This battle takes place on a point on the Sicilian coast named Capo Murro di Porco, protected by a sheer cliff face which the SRS had to climb. Though not depicted on the map, there is nothing stopping keen modellers from recreating this on the tabletop.

Place seven gun pits in two batteries as shown on the map, surrounding the batteries with barbed wire entanglements. Place a number of farmhouses as shown with farmland around (such as vineyards, orchards, olive groves, vegetable gardens, or even livestock). Low stone walls can be placed to mark property boundaries.

The objectives are the artillery guns of the batteries themselves. These guns and their crews are not used in the game (as the crews were concentrating on firing on the landings). Artillery models or objective markers can be placed in the gun pits to represent them. The crews of these guns can be represented by creating Ad Hoc Fucilieri sections (See Ad Hoc rules, [page 166](#)).

SPECIAL RULES

DAWN ASSAULT

The rules for the Dawn Assault night fighting scenario are used for this game (pages 219–221 of the *Bolt Action* rulebook). However, instead of needing an unmodified roll of 8 to bring on the dawn and remove the reduced visibility rules from play, an unmodified roll of 10 is needed.

ORDER DICE

Use two different-coloured sets of order dice for the two Italian battery forces. Order dice drawn for one force cannot be assigned to a unit from the other force.

DUG IN

The Italians start the scenario Dug In, see [page 170](#).

PILLBOXES

Follow the rules for bunkers on [page 127](#) of the *Bolt Action* rulebook, and rules for Italian pillboxes on [page 172](#).

PREPARATORY MORTAR BOMBARDMENT

At the start of the game a preparatory mortar barrage automatically hits the Italian force defending Battery 1. Only units deployed inside Battery 1 are affected (see Preparatory Bombardment rules, [page 131–132](#) of the *Bolt Action* rulebook). The penetration value of the bombardment is +2 rather than the usual +3.

BATTERY DEFENCE

The two separate Italian forces are under orders to defend their assigned batteries. The defenders of Battery 2 cannot move beyond their own half of the table until at least one of their units is engaged by the SRS. As soon as a British unit shoots at, assaults, or calls in a bombardment that effects a unit from that force, they may move freely.

ELEMENT OF SURPRISE

The British receive the first order die on turn 1.

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see [page 168](#)).

FORCES

The British create a 1,000pt SRS force using the Special Raiding Squadron Reinforced Platoon (Sicily). Major Robert 'Paddy' Mayne joins this force for free.

The Italians create two separate forces of 450pts each, both using the Divisione Costiera Reinforced Platoon selector (see [page 131](#)). Each Reinforced Platoon defends a separate battery, referred to as Battery 1 Force and Battery 2 Force. Each force may use the Coastal Defences special rule separately (i.e. each platoon gains a free Italian pillbox) (see [page 172](#)). Each platoon may also pay the points cost to get a second Italian pillbox (see [page 172](#)) in their force. No artillery or Bersaglieri units may be taken in either force.

DEPLOYMENT

Italian Battery 1 Force, defending the 152mm guns of *Batteria Lamba Dori*, are deployed either within the barbed wire – labelled Battery 1 on the map, the farmhouse closest to it, or in their pillboxes which may be deployed anywhere on their half of the table, excluding the British Deployment area. All units within Battery 1 start the game Dug In.



Italian LMG Teams

Battery 2 Force is deployed either within the barbed wire – labelled Battery 2 on the map, the three farmhouses nearest it, or in their pillboxes, which may be deployed anywhere on that half of the table. All units within Battery 2 start the game Dug In.

The British, having just scaled the unguarded cliff face, deploy 12" in from the bottom right of the attacker's edge, as shown on the map.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 11, roll a die: on a roll

of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn.

VICTORY!

The British win the game if they destroy all seven objectives.

If the British destroy fewer than four objectives the Italian player claims the victory.

Otherwise the game is a draw.

THE AFTERMATH

After the capture and destruction of the batteries on Capa Murro di Porco, Major 'Paddy' Mayne and the men of the SRS did not rest on their laurels but instead continued to attack toward Syracuse. Later that morning they met up with the British 5th Division as they pushed forward to Syracuse. On 12 July the SRS were relieved. Their tally of destruction was the capture of 500 prisoners, killing or wounding a further 200 to 300, and the destruction of 18 artillery pieces, for the loss of one killed and two wounded. A towering feat, considering that at times during their 36-hour foray they were outnumbered 50 to 1. The SRS's contribution to Operation *Husky* wasn't over though. That same afternoon, under direct orders from the corps commander, Lieutenant General Miles Dempsey, the SRS

stormed the port of Augusta in broad daylight through a wall of fire from 6-inch guns, machine guns, and autocannon. Their advance was checked further inland by the timely arrival of Kampfgruppe Schmalz. After resisting the SRS for several hours, the Kampfgruppe pulled out, pursued by forward elements of the British 17th Brigade, 5th Infantry Division. The battle was over, and the SRS added another extraordinary feat of arms to their growing tally, taking only two casualties securing the port. Many of the SRS were decorated for their exploits in Sicily. Mayne received a bar to his Distinguished Service Order, Captain Poat and Lieutenant Jonny Wiseman received the Military Cross. Seven other members of the SRS received the Military Medal, including Sergeant Reginald Seekings.

THE AMERICAN LANDINGS

The Americans, under the command of General George S. Patton Jr., landed at 0200. The US landings were even rougher than those of the British. Over 40 men died due solely to the rough sea conditions. The US 45th Infantry Division, under the command of Major General Troy Middleton, had the roughest landings but faced the least opposition, thanks in no small part to the help of misdropped paratroopers in the rear of the Italian 178th Coastal Regiment. By the end of the day the 45th had advanced deep inland, taking Vittoria, entering Ragusa, and linking up with the US 1st Division.

The landings of the US 3rd Infantry Division around Licata, supported by the 3rd Ranger Battalion and Combat Command A, 2nd Armoured Division, faced heavy artillery fire from batteries in the area, including an

armed train battery. These batteries fired stubbornly throughout the morning until finally silenced by the US Navy. The defending infantry of the 138th Coastal Division put up a feeble resistance. They did however damage Licata's harbour before retreating. By the end of the day the 3rd had advanced deep into the Sicilian interior.

At the port of Gela, the Rangers of the 1st and 4th Battalions, known as X Force, landed at 0255 on either side of the main pier. As they came in, Italian search lights illuminated their landing craft and heavy fire from coastal artillery, machine guns, mortars, and 20mm autocannons raked the boats. The cruisers and destroyers of the fire support group responded in kind. The Rangers took the port and its fortifications, but not without loss. They set

up defensive positions, putting captured Italian guns to use.

The US 1st Infantry Division began their landings on the beaches designated Yellow, Blue, Red 2, and Green 2

on time and on target. The 1st poured ashore with little opposition, thanks in large part to the paratroopers engaging the 134th Coastal Regiment and the Rangers' diversionary assault on Gela.

THE AXIS RESPONSE

Guzzoni put his defensive plan in motion, issuing orders to his forces in the vicinity of Gela to counterattack. This mainly consisted of the Hermann Göring Division, Divisione Livorno, and the various mobile and tactical groups in the interior. Their main target was Gela, with the objective of driving the US 1st Division and X Force into the sea and dividing the US invasion force.

As dawn broke, Italian battlegroups attacked the beachhead. From the north came the 4/501st Coastal Battalion supported by obsolete, captured French R35 tanks. At 0830 they ran into US Paratroopers at Casa de Priolo who managed to stop the infantry. However, the tanks kept advancing until they were shelled by naval gunfire from the USS *Savannah* and USS *Shubrick* and forced to retreat. At around the same time a force from Mobile Group E, consisting of a company of R35 tanks, an anti-tank gun company, a company of Coastal Infantry, a motorcycle company, a battery of 75mm guns, and a section of 20mm guns, charged down highway 117 toward Gela. They were hit with naval gunfire along the way and only the R35s pressed on, leaving the rest of the force behind. Five of the R35s advanced right into Gela, where Rangers of X Force hunted them using satchel charges, bazookas, and a 37mm anti-tank gun directed by X Force's commanding officer, Colonel William Darby. All of the attacking tanks were knocked out. The Livorno Division attacked Gela from the west with a battalion-sized force. Showing their inexperience, the Fucilieri from the 3rd Battalion, 33rd Regiment bunched up in the open fields and were cut to pieces by well-aimed small arms fire and the Rangers' captured Italian guns. The attack was halted and turned back before reaching the town.

The Hermann Göring Division's performance on D-Day was poor for a unit that was trumpeted as Hermann Göring's elite. The Division's commander, Generalmajor Paul Conrath, had divided his division into three groups. A tank-heavy *kampfgruppe* would take the western route to Gela with most of the division's Panzer IIIs and IVs. It was supported by the division's recon battalion, pioneer battalion, and artillery. The Eastern Task Force contained most of the division's *panzergrenadiers*, supported by Tigers of the 504th Schwere Panzer Abteilung and two artillery batteries; this was the force that fought the paratroopers on Biazza ridge. Near the British beachheads, Conrath deployed *Kampfgruppe Schmalz*, commanded by the able and experienced Oberst Wilhelm Schmalz. This group consisted of a company of StuG III assault guns, a *panzergrenadier* battalion with reconnaissance troops and armoured cars, two battalions of improvised infantry, and supporting artillery.

During their advance to the Gela beachhead, both Western and Eastern *Kampfgruppen* were attacked by Allied aircraft. Progress was slowed by narrow, twisting, hilly roads and the fleeing Italians clogging them. Frustrated with the lack of progress, Conrath dismissed the Western *Kampfgruppe* commander and took over himself. It wasn't until mid-afternoon that the Hermann Göring Division launched its first attack, striking the same defences the Italians had attacked earlier at Piano Lupo.

The Western *Kampfgruppe*'s attacked the 2/16th Infantry Battalion of the 1st US Infantry Division and paratroopers of the 82nd. The first engagement between the Germans and Americans on Sicily ended badly for the Germans. The attack was met by devastating fire from the



DUKW Amphibious Transport



dug-in Americans and supporting naval gunfire, which broke up the attack.

Over on the Germans left flank, the Eastern Kampfgruppe fared better, charging headlong into the 1/180th of the 45th Division and some stray paratroopers. At first the outnumbered Americans held off the attack, after regrouping the Germans launched a second attack which successfully overwhelmed the defenders, capturing a good number of the defenders including the 1/180th's commanding officer. Pressing on, they ran into the

3/180th late in the day, who were able to plug the gap.

Meanwhile, on the invasion beaches of the 1st Infantry Division, Combat Command B, 2nd Armoured Division were unable to get their tanks ashore. By the end of D-Day only four made it off the beach. The planned counterattacks by the Axis failed to have the impact they had hoped for, but with reinforcements heading to the front line they would renew their attacks on the following dawn.

SCENARIO 3: IN THE STREETS OF GELA

By 0830, the Rangers had taken Gela after a hard-fought battle for the cathedral. The Rangers had already linked up with the 1st Division and were now consolidating their defences.

At 0900 a message came into Colonel Darby's HQ reporting nine Italian light tanks moving on Gela from the north. Four stopped at the orange grove outside of the port city while the rest pressed on into the town. Inside, the Rangers and combat engineers of the 1/39th had equipped themselves with whatever improvised anti-tank weapons they could find: bazookas, satchel charges, sticky bombs, and 15-pound demolition pole charges. As the tanks drove through the streets, they were ambushed by the Americans firing bazookas from roof tops and basement windows. Some charged them with sticky bombs or demolition charges. Some attempted to pry

open hatches with the intent of throwing grenades down into their interiors.

The tanks that survived this gauntlet headed for the town square. Darby and Captain Shunstrom arrived at the square in a jeep towing a 37mm anti-tank gun. The jeep screeched to a stop just as an R35 tank barrelled around the corner. While Shunstrom dismounted the anti-tank gun, Darby engaged the tank with the jeep's .30 Cal machine gun. The tank fired its cannon, the shot whistling past Darby's head and crashing into the building behind. The tank fired again, and again narrowly missed Darby and struck the building. With the anti-tank gun now set up, Darby jumped off the jeep to man the gun. A shell was loaded and Darby, an ex-artillery officer, fired. The round struck the turret, but the tank was not yet out of action. The Italian crew inside may have been stunned, because

they did not return fire before Stunstrom had loaded another shell. Darby fired; the shell struck home and the tank exploded into flames. The Rangers witnessing this action cheered in celebration.

OBJECTIVE

The Rangers must hold Gela at all costs. The Italians must penetrate the Ranger's defences and hold the piazza.

SET-UP

This scenario is played from short table edge to short table edge. Place roads and the railway track as shown. In the middle of the main road, to the south of the cathedral, are small tree lines in groups of three trees. Place houses and buildings, two or three stories high where possible. Place the cathedral as shown, with a stone wall around its western and northern end, with gate locations as displayed on the map. Near the Italian deployment zone is a railway station, while adjacent to the Italian small table edge is a fruit and nut grove, as shown.

SPECIAL RULES

POOR AIR-GROUND CO-ORDINATION

See the rules on [page 167](#).

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see [page 168](#)).

FORCES

The Italians have Sub-Lieutenant Navari's Captured Renault R35 (see [page 119](#)) and four captured R35s (Regular).

The Rangers create an 800pt force using the X Force, Darby's Rangers Reinforced Platoon (Sicily) (see [page 155](#)). This force must include the following: Colonel William Darby, and a 37mm Anti-tank gun M3. It may not include: Regular Infantry Squads (Early/Mid-war), Veteran Infantry squads, Parachute Rifle squads, Armoured Rifle squads (1943), Armoured LMG squads, field artillery, tanks, tank destroyers, or self-propelled guns.

DEPLOYMENT

The Rangers deploy anywhere within 48" of their table edge. The Rangers deploy all their units first.

After the Americans have deployed the Italian tanks deploy 6" in from their edge.





GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 6, roll a die: on a roll of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn.

VICTORY!

The Italian player wins if at the end of the game they have at least one tank occupying the piazza, an area bordering the defender's edge that is 20" wide (10" each side of the centre) and 12" in depth from the defender's edge.

The US player wins the game if there are no active Italian tanks in the piazza at the end of turn 6.

THE AFTERMATH

The Rangers destroyed three of the five R35s, the last two escaped. While the attack was in progress, 4.2-inch heavy mortars had been firing on the R35s in the orange grove. One of the four tanks was destroyed and the remainder

retreated. The surviving tanks would later take part in the fighting on 11 July, supporting the 3/24th battalion of the Livorno division.

THE AXIS COUNTERATTACKS ON 11 JULY

At 0600, the Western Kampfgruppe of the Herman Göring Division began its assault, attacking from the north in two directions. The first was from the Ponte Olivo airfield against the US 26th Infantry Regiment, 1st Infantry Division by the 2nd Battalion, Panzer Regiment Hermann Göring (2/PR HG) which advanced on Gela from Highway 117. The second attack was through Piano Lupo against the 16th Infantry Regiment by the 1st Battalion, Panzer Regiment Hermann Göring (1/PR HG).

2/PR HG burst through the 26th regiment, heading

for Gela. Nearing the port city, it came under fire from Darby's captured guns, divisional artillery, and naval gunfire from the cruiser USS *Savannah* but kept advancing, pushing through elements of the 26th, 16th, and 505th, which lacked the anti-tank guns needed to stop them.

Meanwhile, the 1/PR HG cut a swath through American lines, destroying six of the 16th Regiment's nine 57mm anti-tank guns. The two pincers linked up at Farello airfield for the final drive on Gela. Naval artillery

from USS *Boise* fired on the two battalions as they formed up, the 32nd Field Artillery Regiment and the 16th Cannon company adding their weight to the bombardment. As the Germans struggled to press the attack, four Shermans and an M7 Priest engaged the Germans, joined by anti-tank guns and bazookas. German losses began to mount and at around 1400 hrs, with close to 50% losses, Conrath ordered the Western Kampfgruppe to withdraw.

On Gela's western flank the Livorno Division struck toward Gela, meeting strong resistance from within the city. Darby's X Force cut up every Italian attack across the coastal plain to shreds. In support of the Ranger's defence naval artillery was called in on the massed Italian ranks. By the end of the day the Livorno Division had taken over 2100 casualties.

While the Hermann Göring Division's Western Kampfgruppe and the Livorno Division were attacking from the north and west, the Hermann Göring Division's Eastern Kampfgruppe attacked down the same route it had used on 10 July, forcing the 2/180th Infantry Regiment to retreat toward the sea. The pursuit of the 180th was interrupted by naval gunfire but kept going until it reached Biazza Ridge, where they it was stopped in its tracks by Colonel Gavin and his ad hoc force of paratroopers and GIs. Fighting continued on Biazza Ridge until late afternoon when, demoralised by naval gunfire and a vicious counterattack, the Germans retreated, losing 10 of their 17 Tigers.

The US 3rd Infantry Division faced a counterattack by Tattico Gruppo (TG) Venturi and later TG Schreiber. Supported by Semovente 90/53s, the tactical group of Bersaglieri and supporting artillery fought bravely, inspired

by the action of General Enrico Francisci, who made the ultimate sacrifice during the battle. The Italians though could not stop the momentum of General Lucian Truscott's 3rd 'Rock of Maine' Division. The Axis bid to destroy the American beachhead had failed at heavy cost and little gain.

After the failed counterattacks, both Field Marshal Kesselring and General Guzzoni came to the conclusion that the Allied beachhead could not be destroyed, the might of Allied firepower along the coastline was too potent to overcome. Allied troops were now streaming ashore and advancing deep inland. The US 3rd Division had advanced 12 miles, the 45th Division and the Canadians had linked up and were driving on Vizzini, and the British were driving on Augusta.

The commander of German forces in Sicily, Generalleutnant Senger und Etterlin, thought they should abandon Sicily completely and evacuate across the Messina strait; while General Ambrosio, Chief of Staff of the Italian Armed Forces told Mussolini that the fate of the island was already sealed and recommended that Italy end its alliance with the Germans and end their war.

The German High Command in Berlin concluded that, given the failed leadership of the Italian commanders, the Germans should take over operations in Sicily. Plans were made to stabilise the situation. A Corps headquarters was established, with Generaloberst Hans-Valentin Hube in command, and the 1st Fallschirmjäger and 29th Panzergrenadier Divisions were mobilised for transfer to Sicily. The mission in Sicily was now to contain and slow the enemy and, when this was no longer possible, withdraw across the Messina straight.

"Whoa Mohammed!" The Red Devils go in with the bayonet



SCENARIO 4: PRIMOSOLE BRIDGE

Monty's ultimate plan was to seize Messina and trap the Axis forces in Sicily. The British made good progress along the coast road to Catania, the Eighth Army's next objective. In the meantime, the 1st Canadian and 51st Highland Division shifted left in a drive toward the western side of Mt Etna, effectively taking over US II Corps main route north and putting them out of a job. It was time to implement Operation *Fustian*. The plan for Operation *Fustian* involved landing the 1st Parachute Brigade, under Brigadier Gerald Lathbury, on both banks of the Simento River to seize Primosole Bridge – the only bridge along the Simeno that could take the weight of heavy tanks. Taking the bridge would insert the British on the Catania plain in striking distance of Catania itself, keeping pressure on the enemy while keeping the momentum of the advance north unimpeded.

The 1st Parachute Battalion, under Lieutenant Colonel Alastair Pearson, was divided into two landing zones, just north and south of the bridge. The 2nd Parachute Battalion, under Lieutenant Colonel John Frost, would land to the south of the bridge, just west of the hills codenamed Johnny I, II, and III. It was their job to seize the high ground, protect the southern flank, and to set up heavy weapons able to target attackers from both the south and the north. The 2nd Battalion would also have a naval artillery observer attached. The 3rd Battalion, under Lieutenant Colonel E. C. Yeldham, were to land north of the bridge and set up a defensive perimeter. Initial reinforcements would arrive by glider at 0100 and the British 50th Infantry Division, with the 44 RTR (Royal Tank Regiment) attached, were assigned to relieve the Red Devils by noon on the 14th.

The paras expected to face inexperienced elements of the 213th Coastal Division or at worst elements of Kampfgruppe Schmalz. Instead what they found were their old foes from the Tunisian campaign, the German Fallschirmjäger. Elements of the Fallschirmjäger regiment landed in Sicily just hours before Operation *Fustian* took place and took up positions just south of the 'Johnny' hills. The scene was set for the battle for Primosole Bridge.

At 1630 on 13 July the signal came over the radio: "Marston tonight"; Operation *Fustian* had been given the green light. By 2000 the air armada carrying 1,856 paratroopers, 12 6-pounders and 18 jeeps was airborne. Unfortunately, the aircraft strayed over the invasion fleet and another friendly fire incident led to the loss of 15 aircraft. As they flew over the Sicilian coast heavy ground fire led to further losses. The parachute landings themselves were heavily scattered with only a fraction

landing within a mile of the bridge.

To the north of the bridge Captain Rann of 1st Battalion was able to gather 50 men and take the bridge from its Italian defenders which quickly capitulated. To the south of Primosole Bridge, 2nd Battalion, under Lt. Col. Frost, made the most concentrated landings of the 1st Para Brigade's three Battalions and seized the Johnny I and II hills by 0400. They later made the decision to abandon Johnny II and concentrate what men they had available on the defence of Johnny I.

At Primosole Bridge, Captain Rann was joined by more paratroopers and the 1st Para Brigade's commander, Brigadier Lathbury. At 0345 an unsuspecting German convoy attempting to cross the bridge was annihilated by the Paras.

The first serious serious attack on the 1st Parachute Brigade came from the south when the 1st Fallschirm Machine Gun Battalion threw its weight against the 2nd Battalion at Johnny I. The Fallschirmjäger seriously threatened the Johnny position. The timely arrival of Captain Vere Hodge, an artillery observer, turned the tide as shells began landing amongst the Germans, forcing a retreat.

For the remainder of the day, the main threat would come from the north. Hauptmann Franz Stangenburg, an operations officer, after discovering Primosole had been captured, gathered a force of Fallschirmjäger rear echelon troops and set out for the bridge. The first major attack from the north commenced at 1210 with the support of a flak battery. By this time, the paras were supposed to have been relieved. The British held back this attack but the Germans kept up the pressure throughout the afternoon as German reinforcements keep pouring in.

Eventually, the British ran desperately low on ammunition and were outflanked by a river crossing 400 yards downstream. The Germans had also brought up a StuH 42 which was mercilessly pounding the British occupied pillboxes and defences. They were forced to abandon the northern bank and then the bridge itself by sunset.

OBJECTIVE

The British must hold Primosole Bridge and keep it from being destroyed and hold Johnny I so the Eighth Army (and Monty, of course!) can drive on to Catania and then on to Messina. The Germans must either capture or destroy Primosole Bridge and take the heights of hill Johnny I.

Scenario 4: Primosole Bridge



SET-UP

This scenario is played from short table edge to short table edge on an 8' x 4' table. Place the Simento river and canal as shown on the scenario map, varying in width from between 3" and 9". The canal is 2–3" wide. The river and the canal are fordable to infantry and count as rough going, but are impassable to everything else. Place Primosole Bridge (around 12" long), and the road system as shown. To the top left of the map, near the Catania edge, is a group of buildings named the *Casa di Stefano*, surrounded by almond and lime groves which count as an open wood with soft cover. Between the buildings is a concrete roadblock barrier on the main highway. Just below the canal, close to the left long table edge, is an abandoned tented camp. At the bottom right corner near the Lentini edge are the lower slopes of the hill codenamed Johnny II. Place the bambo grove to the right of the canal as shown. It also counts as an open wood with soft cover. Johnny I, situated to the right of the bambo grove, is 14" at its widest point. At the top of Johnny I is a farmhouse with dugouts and sandbagged defences.

Deploy Italian pillboxes as shown. There are two anti-tank bunkers, one just beyond the northern end of the bridge (to its left on the map) adjacent to the highway facing toward the Catania edge, the other just south of the bridge at the T-junction, facing south toward the Lentini edge. South of the bridge, just south of the anti-tank bunker is a trench system and an Italian pillbox. Place barbed wire as shown, surrounding Casa di Stefano and the fortifications to the north of the bridge and

surrounding the fortifications to the south.

SPECIAL RULES

ORDER DICE

At the start of the game only put the order dice of units that will start the game on the table, or will come on in the first wave, in the order dice bag. At the start of the following turns put the order dice of units that can start coming on the table from reserve into the order dice bag. For example, Hauptmann Adolff's pioneer units' order dice are out of the dice bag until the start of turn 6, when they are due to come onto the table from reserve.

STRAFING ATTACKS

When the German player rolls Here It Comes! on the Air Strike chart, they do not roll on the warplane type chart, they automatically get a strafing fighter.

LIMITED AMMO

At the start of turn 5 all infantry units that are part of the British parachute battalions fire at half of their total number of Shots, rounding up. For example, If a paratrooper section has 1 SMG, 3 rifles and an LMG and thus a total of 8 Shots, they only roll 4 dice that turn. The Limited Ammo state is removed as soon as a unit of the 50th Division relief force moves within 3" of the affected unit.

DUG IN

The British 1st and 3rd Parachute battalions and the 2nd Parachute battalion start the game Dug In.

NO OUTFLANKING

There is no outflanking in this scenario.

BLOWING UP THE BRIDGE

If the Germans are in control of the full length of the bridge (i.e. there are no enemy units within 3" of the bridge) the Germans may blow it up. To achieve this, Fallschirmpioneer squads that bought demolition charges may plant them on the bridge using the Demolition Charges special rule. Roll 3D6 as if you were attempting to destroy a building. If you roll 10 or more the detonation is successful. If one demolition charge is detonated successfully, the bridge is damaged, if two demolition charges are detonated successfully, it is destroyed. A demolition charge cannot be detonated if there are any friendly units on the bridge, and the unit that detonates the charge must be able to *Advance* off the bridge. If Hauptmann Heinz Adolff takes his truck he may detonate it on the bridge while it is contested by the enemy.

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see [page 168](#)).

FORCES BRITISH

The British create three separate forces: The 1st and 3rd Parachute Battalions, the 2nd Parachute Battalion, and a relief force from the 50th Infantry Division.

1st and 3rd Parachute Battalions: Create a 700pt force representing the 1st and 3rd Battalions of the 1st Parachute Brigade, using the 1st Airborne Reinforced Platoon (Primosole Bridge) selector (see [page 145](#)). The force must include 2nd Lieutenant Clapham and doesn't get a free artillery observer. They receive two free captured 47/32 Elefantino anti-tank guns.

2nd Parachute Battalion: Create a 600pt force representing the 2nd Battalion of the 1st Parachute Brigade, using the 1st Airborne Reinforced Platoon (Primosole Bridge) selector. Lt. Colonel Frost is added to the force for free. This force receives a free Naval Observer representing Captain Vere Hodge of the Royal Artillery, ready to call in fire support from the cruiser HMS *Newfoundland*.

50th Infantry Division: Create a 1,500pt force using the Eighth Army (Sicily) Reinforced Platoon (see [page 146](#)). No Highland officers may be taken, and the only Infantry sections that may be taken are Veteran Infantry sections (Early/Mid-war) and Royal Engineer sections.

GERMAN

The Germans create four separate forces: 1st Fallschirm Machine Gun Battalion, Stangenburg's Reconnaissance

Force, Fassel's Force, and Hauptmann Adolff's pioneers.

1st Fallschirm Machine Gun Battalion: Create an 800pt force representing the 1st Fallschirm Machine Gun Battalion attacking from the south, using the Fallschirmjäger Reinforced Platoon (Primosole Bridge) (see [page 136](#)). This force may not include Fallschirmjäger Rear Echelon squads, Fallschirmpioneer squads, or Flamethrower teams; the only artillery that can be taken is the 75mm LG40 Recoilless gun. Additionally, no armoured cars or assault guns may be taken. It may not include multinational forces.

Stangenburg's Reconnaissance Force: Hauptmann Stangenburg and two eight-man Fallschirmjäger (Sicily and Salerno) squads armed with up to three SMGs, an LMG, and two trucks.

Fassel's Force: Create a 900pt force using the Fallschirmjäger Reinforced Platoon (Primosole Bridge) representing the ad hoc force Stangenburg and Fassel put together from staff and rear echelon Fallschirmjäger units. The two mandatory units must be Fallschirmjäger Rear Echelon squads. The force may not have any field artillery units but may have anti-tank guns or anti-aircraft guns. Fassel's force gets a free artillery observer.

Hauptmann Adolff's pioneers: Create a 900pt force using the Fallschirmjäger Reinforced Platoon (Primosole Bridge). Fallschirmpioneer (Sicily and Salerno) squads are the only infantry squads that may be taken in this list. This includes the compulsory infantry selections, even though they are not given as a compulsory option in the Reinforced Platoon. Hauptmann Adolff must be taken in this force.

DEPLOYMENT

1st and 3rd Parachute Battalions: The 1st and 3rd Parachute Battalions deploy their whole force in the area bordered in blue. Deploy the two free captured 47/32 Elefantino anti-tank guns in the anti-tank bunkers.

2nd Parachute Battalion: The 2nd parachute Battalion deploys on the Lentini side of the canal in a 24" box in the top right corner (area marked in red on the map).

50th Infantry Division Relief Force: The 50th Infantry Division starts rolling for reserves on turn 5. They come on anywhere on the Lentini short table edge.

1st Fallschirm Machine Gun Battalion and Stangenburg's Reconnaissance Force bring their respective first waves onto the table on the first turn. They can only be given *Advance* or *Run* orders. Note that no order test is required when bringing units onto the table as part of the first wave.

1st Fallschirm Machine Gun Battalion: Comes in on the first wave, anywhere 12" in from the bottom corner (Lentini edge) along the bottom long table edge.



Stangenburg's Reconnaissance Force: Comes in on the first wave from Catania short table edge anywhere 24" in from the top left corner.

Fassel's Force: Comes on from reserve. They start rolling for reserves from turn 2. They come onto the table from the same location as Stangenburg's recon force.

Hauptmann Adolff's pioneers: Come on from reserve. They start rolling for reserves from turn 6. They arrive on the table from the same location as Stangenburg's and Fassel's forces.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 13, roll a die: on a roll of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn. The game may end before turn 13, see Victory conditions.

THE AFTERMATH

To the chagrin of the paratroopers, the 50th which arrived a few hours after the paras had abandoned Primosole, didn't make a move on the bridge until the morning of the 15th. In the meantime, German reinforcements had arrived. The 1st and 3rd Fallschirmjäger companies

VICTORY!

The side with the most Victory Points at the end of the game wins the battle. If both sides have the same number of Victory Points, the game is a draw.

The side that holds the bridge at the end of the game receives 2 VPs. To hold the bridge one side must have at least one unit within 3" of the bridge and no enemy units within 3". If one side controls Johnny I at the end of the game, they receive 1 VP. To hold Johnny I there must be at least one friendly unit in the farmhouse at the top of Johnny I or within 3" of that farmhouse and no enemy units within 3" of the farmhouse.

If the bridge is damaged (see special rules) the Germans receive 1 VP and if the Germans successfully destroy the bridge the game ends immediately and the Germans win.

now established a defensive line south of the bridge while their northern defences were also improved. On the morning of 15 July, the 9th DLI (Durham Light Infantry), supported by the 44th RTR and two whole artillery regiments, attacked the German bridgehead. The British

managed to push the Fallschirmjüngers across the bridge but in a bloody melee they were forced to retreat. Three Shermans were left burning and the British were left reeling. By some strange fortune, the British regained the southern end of the bridge because the commander of the German bridgehead believed he was ordered to retreat to the northern bank.

During the night, A and D companies of the 8th DLI snuck over the Simento river to the northern bank. When the sun rose, B and C companies crossed the bridge with Shermans in support. The Germans defending a sunken road held off the attacks in vicious hand to hand combat. A company was attacked at first light and pushed back across the river, while 88s stopped the Shermans from getting across. M7 priests moved forward to support the attackers, destroying one 88, but the remaining German anti-tank guns destroyed a further two Shermans. The British had a bridgehead on the northern side of the bridge, but they were bottled in, with the Germans still controlling the sunken road.

At 1330 on 16 July, Monty and Miles Dempsey arrived at the bridge. Monty ordered a renewed attack for the following afternoon of 17 July. The attack went in as planned and the Fallschirmjäger, exhausted and running low on ammunition, were forced to withdraw. Before the Fallschirmjäger withdrew Hauptmann Heinz Adolff, a parachute engineer officer, made a suicidal attempt to blow the bridge with a truck filled to the brim with explosives. Driving the truck himself, he charged the bridge! He was met by a wall of lead stopping the truck on the northern end of the bridge – Adolff was found dead slumped over the steering wheel.

The British had secured Primosole Bridge, but the damage had been done. The four-day delay was detrimental to Monty's plan for a quick thrust up the coastal road to Catania. The resistance at Primosole bought enough time to establish the Catania Line, which would block the way north until August. The Germans had contained the Allies in the east, but another storm had broken loose in the west.

Beach-head breakout, July 13–18, 1943 © Osprey Publishing Ltd. Taken from Campaign 251: Sicily 1943



THE RACE FOR MESSINA



THE DRIVE ON PALERMO

On the night of 13 July General Alexander issued an order to Patton's US 7th Army HQ instructing them to give up the 7th Army's main route north, highway 124, to the 1st Canadian Division. Monty's new plan called for a shift of British XXX Corps to the west. Patton was angered by Alexander's deference to Monty's whims, but saw an opportunity, while II Corps continued to advance north, Patton had it in mind to drive west and north with the ultimate goal of securing Palermo. Palermo had been part of the original plan for the invasion of Sicily for good reason, it was a major port that had the capacity and

facilities to support an advance on Messina. It also had political significance, giving the commander who took it significant prestige. At first Patton was tentative about his plan only asking Alexander for a probe toward Agrigento and Porto Empedocle. General Alexander ignored Patton's request, insisting his role was to support Montgomery. But with the help of General Truscott, Patton sought another way around this. On 15 July, Patton instigated a 'reconnaissance in force' with the real intention of capturing Agrigento and Porto Empedocle. By 16 July, Truscott's 3rd Division had captured Agrigento and

Battle erupts at Troina as the Americans get stuck in



Darby's X Force had taken Porto Empedocle. Patton knew he needed Alexander's approval in order to press further. In a direct pitch Patton asked Alexander: "I am here to ask you to take the wraps off me and change your orders to read: "The Seventh Army will drive rapidly to the north-west and north and capture Palermo". Alexander folded and agreed to the plan.

Patton moved like lightning. On 18 July, a provisional Corps was created under his deputy commander, Major General Geoffrey Keyes, and on the morning of the 19th the offensive began. The Provisional Corps cut through the enemy lines like a hot knife through butter and advanced with incredible speed. In particular the 3rd

Division, which was marching mostly on foot, kept up with the 2nd armoured Division, thanks in no small part to Major General Lucian Truscott's speed march training. The offensive had begun while the Italian 12th Corps was in the process of moving to eastern Sicily. Mobile Groups A, B, and C acting as rear guards for the move were crushed under the weight of the attack. It took the Provisional Corps just four days to reach Palermo, killing or wounding 3,000 Italians and capturing 53,000 more. The Provisional Corps suffered only 272 casualties. Patton got the headlines he wanted and the port he needed for his next goal: the capture of Messina.

MONTY'S LEFT HOOK

As British XIII Corps battled up the Catania plain, XXX Corps, made up of the 1st Canadian, 51st Highland Division, and 231st Malta Brigade, slogged up Sicily's rugged interior. Since Monty had changed his plan, allocating Highway 124 to XXX Corps, steady progress had been made. However, resistance increased as they got closer to Mount Etna. By 18 July the Canadians were advancing toward the town of Enna but faced the battle-hardened 15th Panzergrenadier Division. The 231st Brigade were pushing into the Dittaino Valley facing the Livorno Division and the 51st Highland Division had crossed the Dittaino river and now faced the same opposition as XIII Corps in the form of a revived and blooded Hermann Goring Division and elements of the 1st Fallschirmjäger Division. XXX Corps' advance had now caught up and surpassed the coastal advance. The stalemate of XIII Corps against the Catania Line convinced Monty to change his axis of attack, "The left hook is now the thing" Monty wrote in his diary on 21 July. The further north XXX Corps advanced, the more the Axis frontline and supply lines shrank. As XXX Corps reached the rugged terrain of northern Sicily, Axis resistance renewed and their advance slowed to crawl. XXX Corps had reached Mt Etna and weakened the enemy significantly by drawing enemy units from other sectors. However, the focus of the Allies shifted back to the flanks as Monty concentrated on the coastal plain and the US 7th Army drove for Messina from the north.





SCENARIO 5: ESCAPE FROM TROINA

As the Axis forces in Sicily shifted from west to east, to escape being cut off in western Sicily, the US II Corps had their own mini blitzkrieg, with the US 1st Infantry Division reaching Petralia on 22 July and the 45th Division reaching the north coast at Termini Imerese on 23 July. On 23 July General Alexander, to the delight of Patton, ordered a further revision to the Allied plan. The US 7th Army's new objective was Messina. This initiated the race to Messina, which Patton took on with relish and ebullience. In the meantime, the Germans took full command of the new defensive ring, known as the Etna Line. The Italian army in Sicily was mostly relegated to defending the coast from amphibious landings.

On 23 July, II Corps started its tough slog eastward, bitterly contested by the 15th PG division, remnants of the Aosta and Assietta Divisions, and the 29th PG Division fighting along the coast. By 29 July, the 1st and 45th were exhausted by their tough fight over the rugged hills and mountains, and the 1st Division's bloody and costly fight for Nicosia. The US 45th Division was relieved by the 3rd Division and the US 1st was in the process of

being relieved by the 9th Division when they met unexpected resistance in the hills and mountains in front of the hilltop town of Troina.

The Americans expected the 15th Panzergrenadier Division to retreat, to give themselves time to recoup after the heavy casualties they had taken from fighting both the Americans and Canadians. However, the 15th PG Division would prove their toughness and resilience at the battle of Troina, one of the bloodiest of the whole Sicilian campaign. The American overconfidence was highlighted when the US 1st's commander, General Allen, thought that only one regiment would be needed to take Troina. The 39th Regiment advanced but met heavy mortar and artillery fire, halting short of their objective. On 1 August, the 39th resumed its advance but was again halted and pushed back by heavy resistance. On the same day, the 26th Infantry Regiment and attached Moroccan Goum Tabors started their offensive on the 39th's left flank with the goal of swinging around Troina from the north, taking mount Basilio and potentially cutting the 15th's escape route. However, the 26th's attack made little ground and

by 2 August Allen realised that a large, co-ordinated attack was the only way to take Troina.

On 3 August, two more regiments from the 1st Infantry Division joined the fray. The 16th Regiment attacked directly from the west while the 18th attacked from the south. The 18th were to cut the road south of Troina while the 16th were to strike straight for Troina. While scaling Mount Bianco the 18th were counterattacked and almost overrun. Meanwhile, the 26th reached Mount Basilio but were counterattacked from two sides. Only the intervention of massed Allied artillery saved the day. From their position on the mount, they were able to direct artillery fire on the 15th PG's escape route. On 5 August, the 39th made further progress toward the eastern side of Troina but all of the other regiments were stalled. That night, with both the American 60th Infantry to the north and the Canadians to the south threatening the German's position, the 15th Panzergrenadier Division was ordered to withdraw from Troina.

OBJECTIVE

The 15th Panzergrenadier Division's rearguard needs to hold Troina for as long as possible before retreating to their next line of defence at Cesaro. The Americans must secure Troina and cut off their escape.

SET-UP

This scenario is played on a standard 6' x 4' table. The big central hill varies from 16" to over 40" in diameter. The hills are barren without much cover, but are treated as rough ground. The exception is the peak of the large central hill where the town of Troina is located, this is classed as open ground. Some of the buildings of Troina may be ruins instead of buildings, and stone walls may be placed around them.

Place two objective markers: one at the 'Y' junction in Troina, and one at the crossroads in Troina.

SPECIAL RULES

POOR AIR-GROUND CO-ORDINATION

See the rules on [page 167](#).

DUG IN

The Panzergrenadiers start the game Dug In.

NO OUTFLANKING

There is no outflanking in this scenario.

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see [page 168](#)).

ORDER DICE

Each American force uses a different-coloured set order dice. Keep the 26th Infantry regiment's dice out of the order dice bag until the start of turn 4.

ESCAPE

The Germans can start moving units off the escape edge starting on turn 4. Once retreating units are off the table they can't be brought back on again.

FORCES

US

The US player creates three separate forces: Elements of the 16th, 39th, and 26th Infantry Regiments:

16th Infantry Regiment: Create an 600pt force using the 1st Infantry Division Reinforced Platoon (see [page 157](#)). The force may not include the following infantry units: Ranger Force squads, Armoured Rifle squads, Armoured LMG squads, Parachute Rifle squads.

39th Infantry Regiment: Create an 600pt force using the 1st Infantry Division Reinforced Platoon. The force may not include the following infantry units: Ranger Force squads, Armoured Rifle squad, Armoured LMG squad, Parachute Rifle squads.

26th Infantry Regiment: Create an 600pt force using the 1st Infantry Division Reinforced Platoon. The force may not include the following infantry units: Ranger Force squads, Armoured Rifle squads, Armoured LMG squads, Parachute Rifle squads. The 26th Infantry was battered and bruised after days of fighting; the 26th Regiment infantry squads may be made Ad Hoc squads (See [page 166](#)).

GERMAN

The Germans create a 1,000pt Reinforced Platoon using the Panzergrenadier Reinforced Platoon (Sicily) (see [page 136](#)). Already understrength before the battle, the German infantry squads in this force may be made Ad Hoc squads (See [page 166](#)). This force represents German rear guards covering the retreat of their comrades on the morning of 6 August.

US Army Medium
Mortar Team





DEPLOYMENT

The Germans deploy all of their forces within the German Deployment zone bordered in red, as shown on the map. These units may use the hidden set-up rules.

The US 16th and 39th regiments bring their respective first waves onto the table on Turn 1. They can only be given *Advance* or *Run* orders. Note that no order test is required when bringing units onto the table as part of their first wave.

16th Infantry Regiment: The US player nominates half of the 16th Regiment's force (rounding down) to come on in the first wave. The other half of this force rolls to come on to the table from reserve starting on turn 2. Both the first wave and the 16th's reserves come on from the 16th Regiment's edge.

39th Infantry Regiment: The US player nominates half of the 39th Regiment's force (rounding down) to come on in the first wave. The other half of this force rolls to come onto the table from reserve from turn 2. The 39th comes on along the top long table edge anywhere within 12" from the centre point of that edge.

26th Infantry Regiment: The 26th Regiment starts rolling for reserves from turn 4. They come on along the top table edge anywhere within 24" in from the right short table edge.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 6, roll a die: on a roll of 1, 2, or 3 the game ends but on a roll of 4, 5, or 6 play one more turn.

VICTORY!

The side with two Victory Points more than their opponent at the end of the game is the victor otherwise the game is a draw.

Both sides acquire Victory Points for holding the two objectives throughout the game. At the end of turn 2 players receive 3 VPs for each objective they hold. Players again receive 3 VPs for each objective they hold at the end of turn 4 and again at the end of the last turn. To hold an objective, one side must have at least one of their infantry or artillery units within 3" of the objective with no enemy units within 3" of the objective. Non-transport vehicles cannot capture objectives, but can contest them to deny them to the enemy. Transport or tow vehicles can do neither.

In addition the German player receives 3 VPs for each unit they get off the escape edge, while the US player receives 2 VPs for each German unit they destroy.

THE AFTERMATH

After a weeklong battle of bloody attrition and 24 deadly counterattacks from a skilled and determined adversary, the US 1st Infantry Division was relieved on 9 August. The 15th Panzergrrenadier Division was able to make good their escape and took up new positions at Cesaro. Nonetheless, it had received a pounding, taking 1,600

casualties and effectively losing 40% of its frontline strength. The 9th Division, along with the British 78th Division, would end up taking Randazzo before the campaign ended, but the glory of taking Messina eventually went to the US 3rd Infantry Division.

THE RACE FOR MESSINA

By August, the US Seventh Army was pushing on a broad front with the 9th Infantry Division advancing in the interior toward Randazzo and the fast-moving 3rd Division advancing along the coast. In the British sector, the stalemate on the coast was only broken on 4 August when Hube ordered a withdrawal to a new defensive line. In light of these events, Kesselring saw the loss of Sicily as being only a matter of time. Not wanting a repeat of the Tunisian disaster, Kesselring approved plans for the evacuation of the island. The operation, codenamed *Lehrgang*, was a planned withdrawal of Axis forces from defensive line to defensive line, shortening the front line as they retreated. At the same time, forces would be evacuated gradually. The Germans strengthened the already formidable defences in the Messina strait in preparation for the evacuation, adding over 200 anti-aircraft guns to protect the evacuation vessels.

Patton keep the momentum going, using four amphibious end runs to force the Germans to retreat or risk encirclement. One of these, just west of Brolo, was conducted by a battalion-sized group named Task Force Bernard, which was almost crushed by the 71st Panzergrenadier Regiment, who fought viciously when they realised their escape route was threatened. Simultaneously, it took the British XIII Corps a week to

advance 15 miles against dogged resistance. In response to this ponderous progress, Monty decided to land an amphibious force of his own, landing a force of Commandos from 'Mad' Jack Churchill's No. 2 Commando and tanks from the 4th Armoured Brigade on the morning of 16 August. Unfortunately, by the time they landed the Hermann Göring Division had already retreated to a new line at Scaletta. The race for Messina was now in its final stages, as the 7th Infantry Regiment vied with Churchill's Commandos for the prize.

The vast majority of German troops had been evacuated except for a small pocket around Messina, the last German units in Sicily staying to delay their enemies until the last ferries left. In the late evening of 16 August, the 7th Infantry Regiment entered Messina, with the last ferry leaving in the early hours of 17 August. Mad Jack's Commandos did not reach Messina until 0900 on 17 August, by which time the Italian commander in Messina had already offered his surrender to General Truscott. However, the Commandos did arrive on time to witness Patton's triumphant victory procession down the streets of Messina to the cheers and applause of the locals, the commandos cheered along with the crowd. Patton had won the race to Messina, the Italian mainland was wide open.

Operation *Lehrgang* by Howard Gerrard © Osprey Publishing Ltd. Taken from Campaign 251: *Sicily 1943*



THE INVASION OF ITALY



"Italy, like a boot, should be entered from the top."

Napoleon Bonaparte

Prior to the invasion of Sicily, the Americans had only entertained a limited invasion of Italy. The fall of Mussolini in late July, his subsequent arrest and the installation of a new government that favoured a separate peace, changed everything. The Allies had no choice but to follow through and land in force in Italy. The Americans had grave concerns about operations in Italy. The rugged mountains, fast-flowing, high-banked rivers, Autumn mud and rain, harsh winters, hot summers, and the various choke points on both sides of the Apennines mountain range were all factors that could easily be exploited by German defenders. To Churchill, knocking Italy out of the war made these challenges worth it. The Americans agreed to the invasion of Italy, but they made it abundantly clear that this was not an endorsement of Churchill's Mediterranean strategy.

On 26 July, Operation *Avalanche*, the plan for a landing just south of Naples in the gulf of Salerno, was approved and assigned to the American 5th Army. On 16 August, the Eighth Army was assigned to Operation *Baytown* which had XIII Corps landing on the toe of Italy and linking up with the 5th Army at Salerno. Operation *Baytown* was set for somewhere between 1–4 September and *Avalanche* for 9 September. In the meantime, Operation *Overlord* took priority, and seven divisions were transferred to England. Troop transports and equipment were also shifted in favour of *Overlord*.

MONTY ON THE TOE

The Italian campaign kicked off on the morning of 3 September under a barrage that almost ripped the toe off the Italian boot. The battleships HMS *Warspite*, *Nelson*, *Rodney*, and *Valiant* took part in the gargantuan bombardment, as well as 600 guns firing from the Sicilian shore. The Air Force added their might, dropping hundreds of tons of bombs. When the 1st Canadian and British 5th Infantry Divisions landed at Reggio di Calabria there were no Germans in sight, just a few Italians that were happy to see them and even helped unload their landing craft. The most resistance came from a puma that had escaped from the local zoo. No opposition was met until the next day, when the SRS landed and took Bagnara from elements of the 15th Panzergrenadier Regiment. The Germans, mainly units from the LXXVI Panzer Corps: The 26th Panzer, 29th Panzergrenadier Division, and elements of the 1st Fallschirmjäger Division, had no intention of standing their ground. Instead, they used the

As the Allies finalised their planning for the invasion, the Germans were in the process of determining their strategy in Italy. The two senior commanders in the Italian theatre were both talented and esteemed; Rommel had become a legend in the fields of France and deserts of North Africa, while Kesselring had proven he was a versatile commander of both air and ground forces. While working together in the Southern theatre of operations they had disagreed on both tactics and strategy and their theories on the defence of Italy were again divergent. Rommel thought it wiser to abandon the whole of southern and central Italy, while Kesselring proposed a defence of the Italian peninsula much further south. In the end Hitler sided with Kesselring, the idea of giving up Rome without a fight did not sit well with him.

Secret meetings throughout August between the Allies and the new Badoglio government took place. Along with any armistice, the Italians wanted guarantees that the Allies would land in Italy in sufficient strength to counter German retaliation and take Rome. The Italians were assured the Allies would land with sufficient forces. In reality, the Allies didn't have the shipping to land more than five or six divisions. On the day Monty crossed the Messina strait, 3 September, the Italians secretly surrendered to the Allies without knowing when, where, or at what strength the Allies would be landing. The terms of the surrender would be put into effect on 8 September, with Eisenhower in Algiers and Badoglio in Rome simultaneously announcing Italy's surrender.

rugged terrain of the region of Calabria to assist them in slowing down the Allies' advance. The terrain of Calabria was mountainous and heavily wooded, with an abundance of choke points. Narrow roads, viaducts, culverts, bridges, and rivers were all points used to bring the Allied advance to a halt. Bridges were blown, roads blocked, and minefields laid. By the eve of the Salerno landings, XIII Corps had only travelled 100 miles up the Italian toe.

When news of the armistice blared out over radios on the evening of 8 September, Italian soldiers everywhere threw down their weapons and went home. The Germans were not surprised by the announcement and moved forward with Operation *Axis* with clockwork efficiency. 22 German Divisions in central and northern Italy, the Balkans, and the Greek islands swooped in, occupying the former Italian garrisons and disarming the Italian army. The majority of this took place without much resistance but there were notable exceptions. Thousands of Italian

lives were lost by the hand of their former allies. In Rome, Field Marshal Badoglio and King Victor Emanuel III barely got out in time.

On 9 September, operations at Salerno and Taranto got underway. The landings at Salerno faced heavy resistance, but resistance to the Taranto landings was almost non-existent. The 1st Airborne Division landed at Taranto

together with the 1st Air-Landing Recce Squadron, D Squadron 2nd SAS and the jeep raiders of Popski's Private Army. By 11 September, after fighting a few sharp skirmishes with Fallschirmjäger rear guards, Brindisi and Bari were taken by the 1st Airborne, forcing the Fallschirmjäger to retreat toward Foggia.

SCENARIO 6: DELAY THE ENEMY

While this scenario can be used to represent the delaying actions of the German LXXXVI Corps as they retreated north from the advancing Eighth Army in the early days of September, delaying actions were a mainstay of the German strategy in Italy throughout 1943 as they retreated northward to the Gustav Line.

OBJECTIVE

The Allies must battle their way through the German rear guard force as quickly as possible to continue their pursuit of the retreating German 10th Army. The German rear guard must delay the Allies as long as possible.

SET-UP

Set up the board as shown on the map. The river is fordable but is fast flowing. Units fording it roll a D6 to see how far they advance across it. Place buildings as shown.

Place barbed wire as shown. In addition, there are two booby trap markers placed on the table. One is in the form of a tripwire that connects with the rightmost barbed wire strip and ends at the road. Another booby trap marker is placed in the marked house (30" in from the defender's edge). Place minefields as shown. The minefields coloured off-white are anti-tank minefields, minefields coloured red are anti-personal or standard mines. Lastly, place the trench-line and haystack as labeled on the map.

SPECIAL RULES DUG IN

All German units not deployed in buildings are Dug In.

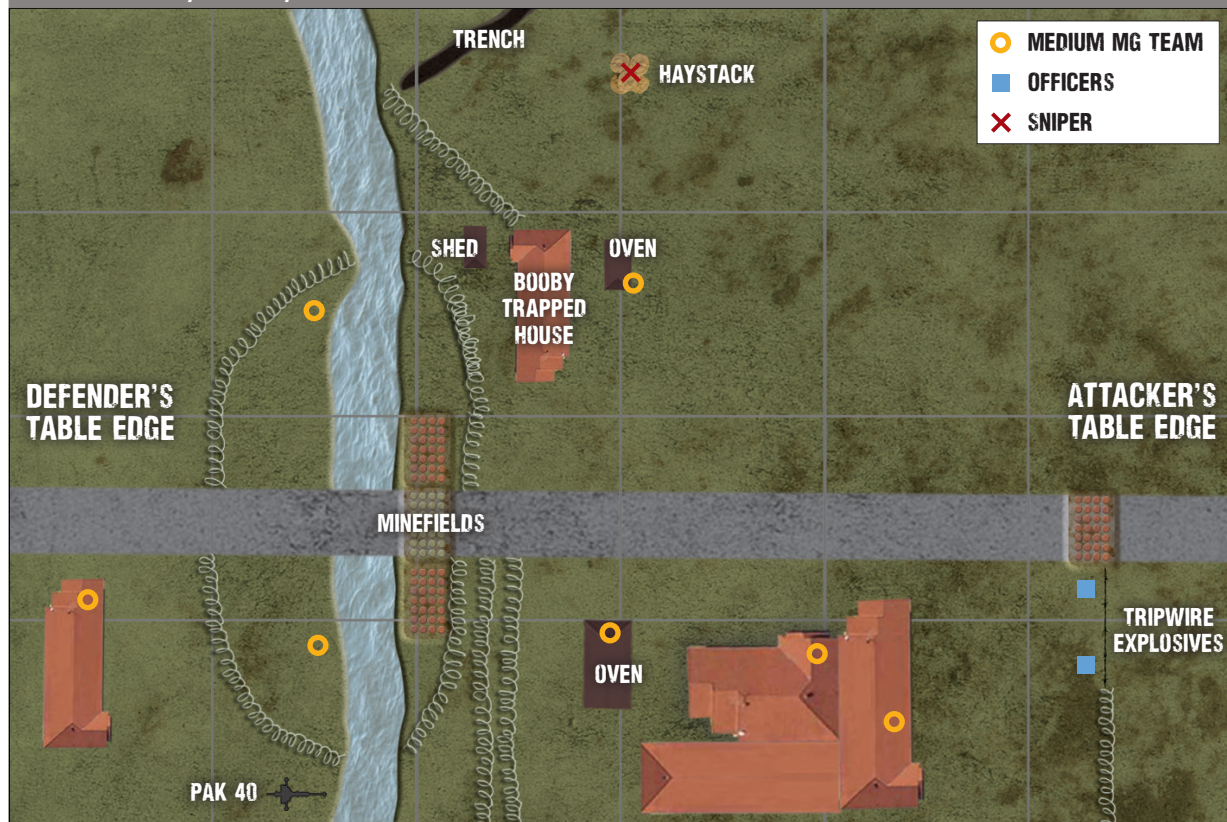
NO OUTFLANKING

There is no outflanking in this scenario.

A German sniper covers the Axis retreat to the Gustav Line



Scenario 6: Delay the Enemy



BOOBY TRAPS

This scenario uses slightly modified booby traps rules. The tripwire is triggered when a unit passes across it. If the booby trap successfully detonates, place a 2" HE template over the centre of the unit and determine hits. In the case of the booby-trapped house, roll for detonation as soon the first Allied unit enters the building. See [page 168](#) for the Booby Trap rules.

LARGE BUILDINGS

Use the large buildings rules on [page 122](#) of the *Bolt Action* rulebook.

RULE THE SKIES

See the rules on [page 167](#).

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see [page 168](#)).

FORCES GERMANS

- 1 1st Lieutenant and two soldiers.
- 7 Veteran Medium Machine Gun teams.
- 1 Veteran Sniper team.
- 1 8-man Panzergrenadier (Sicily and Salerno) squad with one Submachine Gun, one Light Machine Gun, and anti-tank grenades.
- 1 Veteran 75mm PaK 40.
- 1 Medium Mortar with a spotter.

BRITISH OR US

Create a 1,500pt force from one of the following Reinforced Platoons of your choice:

British

- A Force Reinforced Platoon.
- Canadian First Division Reinforced Platoon (Italy, 1943).
- Eighth Army Reinforced Platoon (Italy, 1943).
- 8th Indian Division Reinforced Platoon.

US

- VI Corps infantry Reinforced Platoon.

DEPLOYMENT

German medium machine gun locations are represented with yellow circles on the map. The sniper team is deployed in the haystack. The panzergrenadier squad is deployed in the trench line. Deploy the PaK 40 as shown. The Lieutenant and mortar may be placed anywhere on the table. Eligible units may use the Hidden Set-Up rules. (See [page 131](#), *Bolt Action* rulebook)

The Allies must choose up to half of their force, rounding down, to come on in the first wave. The remainder are in reserve. All units from both the first wave and reserve come on from the attacker's short table edge. Forward observers, spotters and snipers are not set up on the table before the game as described on [page 131](#) of the *Bolt Action* rulebook. The Allied Force brings their first wave onto the table on turn 1. They can only be given *Advance* or *Run* orders. Note that no order test is required when bringing units onto the table as part of their first wave.

SALERNO

"I've no reserves. All I've got is a prayer."

Major General Ernest Dawley

The landings at Salerno were made by a new army with an as yet untested senior commander, Lt General Mark Clark. The 5th Army was made up of the US VI Corps and British X Corps. The American VI Corps was based around two national Guard formations, the untried, Texan 36th Infantry Division and the 45th Division which had seen some combat in Sicily. Both divisions were supported by a tank and tank destroyer Battalion. The US VI Corps were to land on the southern flank of the invasion beaches around Paestum.

The British X Corps' 46th and 56th Divisions had some but limited combat experience, much of their ranks were filled with green recruits. The most notable exception was the 201st Guards Brigade, which had two years of experience fighting the Afrika Korps in North Africa. X Corps' tank support, the Royal Scots Greys, and the 40th Royal Tank Regiment were all veteran units.

X Corps were to land on the northern Salerno Plain, with the city of Battipaglia and the Montecorvino airfield situated in front of the landing beaches. On X Corps' northern flank were the Commando Brigade, led by Brigadier Laycock, made up of 'Mad' Jack's No. 2 Commando, the 41st Royal Marine Commando, and Darby's Ranger Force. The Commandos were to land at Vietri, 3 miles to the west of Salerno, while the Rangers

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. The game ends at the end of turn 11.

VICTORY!

Victory is determined by Victory Points. One side must acquire two Victory Points more than their opponent to win the game, otherwise the game is a draw.

The Allies receive Victory Points for units they get off the defender's edge. They receive 3 VPs for every unit they get off the table prior to the end of turn 9. 2 VPs for every unit they get off on turn 10, and 1 VP for every unit they get off on turn 11.

The Germans receive 1 VP for every enemy unit that does not make it off the defender's edge, including destroyed units.

German Army
MMG Team



would land at Maiori on the extreme left flank. Their job was to deny the Cava-Nocera and Chiunzi passes to the enemy, blocking these routes to Salerno. Clark had the 82nd Airborne as a strategic reserve. Reinforcements were set to arrive from D+3 days in the form of the US 3rd and 34th Infantry Divisions, the US 1st Armoured Division, and the British 7th Armoured Division. The drawn out arrival of 5th Army's reinforcements was due to declining availability of shipping in the Mediterranean. However, Clark's trump card was the massed naval firepower waiting offshore.

Awaiting them at Salerno was the 16th Panzer Division, built around veterans of the old 16th Panzer Division which was destroyed at Stalingrad. The division was divided into four powerful Kampfgruppen: Dornemann, Stempel, Holtey, and von Doering.

Kesselring, judging another landing further north of the toe was likely, positioned XIV Panzer Korps in the Naples area. Kesselring also correctly predicted that the Allies would not venture out of range of fighter cover. Based on this logic Kesselring expected the Allies would land no further north than the Gulf of Gaeta, where the 15th Panzergrenadier Division was deployed. At Naples he stationed the Hermann Göring Division, with the 16th Panzer stationed along the gulf of Salerno. All were within one day's travel of each other. Further north, around Rome, Kesselring deployed the 2nd Fallschirmjäger Division and the 3rd PG Division. In the meantime,



LXXVI Panzer Korps were in Calabria delaying Monty. In all, Kesselring could amass elements of up to five or six battle-tested divisions within a few days of any Allied landing.

THE SALERNO LANDINGS

At 0130 on the morning of 9 September the invasion fleet entered the Gulf of Salerno. The troops on board were buoyed by the news of Italy's surrender. The announcement also alerted the German who begun the disarmament of Italian units in the area. The Germans quickly seized the Amalfi batteries and the shore defences between the Picento and Asa rivers. As the Northern Attack Force approached, the Amalfi battery's guns targeted them. They were soon silenced by counter-fire.

The 4th Ranger Battalion were the first to land. They

found no garrison at Maiori and quickly pressed inland seizing their major objective: the Chiunzi Pass. The Commandos faced a different situation. Their landing beach at Vietri was held by a garrison and a battery of coastal guns. Naval gunfire soon silenced the battery and pinned down the defenders. With Commando No. 2 in the vanguard, the battery was stormed and the garrison forced to retreat into the hills. 41 Royal Marine Commando then advanced on Dragonera hill, taking its peak by 0700.

A naval bombardment preceded X Corps' landings, but the landing craft reached the shore at 0335 with German artillery fire landing amongst the landing troops. There were mix-ups with some units from the 128th Brigade landing on the wrong beaches, which created confusion and handicapped their momentum. The defenders

managed to hold off the British for three hours. By 0530 the first tanks of the Scots Greys had landed and were moving inland with the 7th Ox and Bucks.

The Americans landed on the southern beaches without the backing of a preliminary bombardment, in a fruitless attempt to achieve surprise. The landings were spread across four beaches: from Red in the north, then heading southward Green, Yellow, and Blue. Red and Green beaches were centred around the ancient ruins and town of Paestum, while Yellow beach was directly in front of the *Torre di Paestum* (Tower of Paestum), one of many

observation towers built along the Italian coast in the latter part of the 16th century to warn of incoming raiders.

The landing was met with fierce fire from the waiting Germans and the Americans were soon pinned down as casualties began to mount. However, the worst was yet to come. At 0500, panzers from Kampfgruppe Doering appeared and roamed the beach with impunity. The battle only turned when the 2nd wave landed, forcing the Germans to retreat inland. On Red and Green beaches, the 142nd got off the beach and advanced cautiously inland. By 0800 Paestum was in their hands.

American troops pay a heavy price as they storm across an Italian beach



SCENARIO 7: TANKS ON THE BEACH!

The green Texans hugged the ground of Yellow Beach as bullets tore up the sand. Weapons located in the old tower up ahead were targeting the beach with impunity. A few of the men had managed to crawl as far as the scrub as artillery shells landed all around them. As the men cautiously bobbed their heads up to take a peek, they witnessed movement in the wood ahead. Trees began to collapse under tons of weight and bushes snapped back and forth. Then in the faint light of dawn the grey masses appeared. In the midst of bursting shells, a shrill anxious voice cried out: “TANKS!”

OBJECTIVE

The Americans must secure the area and expand their beachhead. The Germans must contain the American advance and, if possible, drive them into the sea.

SET-UP

Set up the board as shown on the map. To the right of the road and close to the defender's edge is a very solid medieval tower, the Torre di Paestum. Treat it as a fortified building (see the special rules).

SPECIAL RULES

DAWN ASSAULT

The American landings took place in the early morning hours of 9 September. This scenario uses the Dawn Assault rules on pages 219–221 of the *Bolt Action* rulebook.

DUG IN

The German's beach defence force starts the game Dug In.

LARGE BUILDINGS

Use the Large Buildings rules on [page 122](#) of the *Bolt Action* rulebook.

TORRE DI PAESTUM

The tower is three stories high and classed as a fortified house. There are no windows and units can only see from the third story battlements. Units in the tower gain a -3 to hit from small arms fire, while HE needs a total of 11 hits to destroy it (see buildings rules on [pages 125–129](#) of the *Bolt Action* rulebook). The Torre Di Paestum is also subject to the solid stone buildings special rule. Additionally this rule is effective against both direct and indirect HE fire.



Two units can be deployed on the battlements. Another unit may take positions on the outdoor staircase, which counts as hard cover. The staircase entrance leads to the second floor. From there they may be given an *Advance* or *Run* order to get to the bottom floor or to the battlements.

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see [page 168](#)).

FORCES

US

The US creates two separate forces, the 1/141st RCT, and 2/141st with support.

1/141st RCT: Create a 1,000pt force using the VI Corps Reinforced Platoon. No Veteran Infantry squads, Rear Echelon squads, Ranger Force squads, Parachute Rifle squads, Glider Infantry squads, Nisei squads, or heavy support units like artillery, armoured cars, tanks, tank destroyers, anti-aircraft vehicles, or transports and tows may taken.

2/141st and support: Create a 1,000pt force using the VI Corps Reinforced Platoon. No Rear Echelon squads, Ranger Force squads, Parachute Rifle squads, Glider Infantry squads, or Nisei squads can be taken.

GERMAN

The Germans create a 1,500pt force of one Reinforced Platoon using the Kampfgruppe Doering Reinforced Platoon selector. At least one optional officer must be taken. Transport vehicles are not compulsory in this force. Divide this Reinforced Platoon into two forces:

Beach Defence Force: Place all headquarters, infantry and artillery units in this force.

Armoured Counterattack Force: Place the compulsory officer, vehicles, and transports and tows in this force.

DEPLOYMENT

German Beach Defence Force: Deploy all units of the beach defence force anywhere outside of 12" of the attacker's edge. They may use the Hidden Set-Up rules and start the game Dug In.

German Armoured Counterattack Force: These units start off the table in reserve. Begin rolling for units from this force to come onto the table from turn 3. If they are outflanking, begin rolling for reserves from turn 4.

US 1/141st RCT: Deploy at least half of this force, rounding down, as the first wave. This can be the entire force if you so choose. They can only be given *Advance* or *Run* orders. These units may enter the table from any point on the attacker's edge. Note that no order test is required when bringing units onto the table as part of their first wave. Those units not in the first wave are in reserve, they may not outflank.

US 2/141st and support: This force starts in reserve. Begin rolling for units of this force to begin coming onto the table from reserve on turn 3. They can't outflank.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 7 roll a die: on a result of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn.

VICTORY!

Victory is determined by Victory Points. One side must acquire two more Victory Points than their opponent to win the game. If this is not achieved the game is a draw.

Controlling a building awards the player occupying it 2 VPs. To control a building there must be at least one of your Infantry units inside it and none of the enemy's units. Controlling the tower awards the side occupying it 3 VPs. Buildings can be destroyed to deny them to the enemy, but this also means they will be denied to everyone and no one will acquire Victory Points for them. VPs are also awarded for getting units near your opponent's edge: 1 VP is awarded for every unit within 10" of the opposing player's edge.

German Sd Kfz 222
Armoured Car





THE AFTERMATH

The German panzers, (including Flammpanzer IIIs) threw the 141st back onto the beach, surrounding them and gunning down men with abandon. For half an hour the 141st bore the brunt of this attack, until the 2nd wave came in at 0530. As bazookas, heavy weapons, and M3 75mm motor carriages came off the ramps the Americans began to push back. Under this pressure the German tanks

withdrew. Fire was then directed at the Torre di Paestum, which was soon silenced. Having cleared most of the area, both battalions of the 141st began to press forward. Again, the panzers appeared and attacked the American line. Two Panzer IVs broke through and made it to the beach, but the intervention of self-propelled guns and anti-aircraft guns led to another German withdrawal.



SALERNO: 9 SEPTEMBER

The counterattacks on the 141st RCT continued until noon. Naval gunfire support blunted these attacks and the beachhead was finally secured by early afternoon. Kampfgruppe Doering's aggressive counterattacks against the southern flank of the American beachhead meant the 141st made little progress on the first day. The 142nd fared better; after securing Paestum they turned north and advanced on Capaccio Station. They were counterattacked by Kampfgruppe Holtey but were able to beat back the counter-attack. By the end of the day a defensive line was set up around the station. The 143rd drove east and by day's end had reached as far as Mt Soprano.

In the northern sector the Commandos took Monument Hill and advanced up the Cava defile. With the 5th Hampshires in the vanguard, the 46th Infantry Division drove for Pontecagnano. After only advancing 650 yards beyond the 'Lilienthal' strongpoint, the Hampshires ran into Kampfgruppe Stempel. C Company and the battalion HQ were shot to pieces as the Kampfgruppe drove the Hampshires back to Magazzeno. Naval gunfire was called in which forced a German retreat.

By the end of the day, the 46th had reached Pontecagnano but advanced no further. The day had been a particularly brutal one for the 5th Hampshires, who suffered 350 casualties.

Meanwhile, the 46th Reconnaissance Regiment pushed for Salerno and drove through it, linking up with the Commandos. The 56th Division fared better. The 167th advanced toward Battipaglia (which had been made a virtual ruin by bombing raids overnight). Enemy panzers held up the 8th Fusiliers in front of the city, while the 9th Fusiliers reached the outskirts of Battipaglia, facing only minor resistance. By afternoon a street battle developed in the ruins. The 169th Brigade, supported by the Scots Greys, reached the outskirts of Montecorvino airfield by 1120. The fight for the airfield continued for the rest of the day, ending in stalemate.

The day was a victory for the 16th Panzer Division, who managed to contain over three Allied divisions, blocking them from taking most of their major objectives. Most troublesome for the Allies was the gap between the two Allied corps and the isolated US 36th Division.

SCENARIO 8: MONTECORVINO AIRFIELD

Driving at full speed, Shermans from C Squadron, Scot's Greys smashed through the perimeter fence of Montecorvino airfield with guns blazing. With them were the 2/6th Queens Battalion and a battery of M7 Priests. Charging up the runway, they destroyed every plane they could find. In the space of fifteen minutes, 39 aircraft and two tanks lay burning around the airfield. The shocked Germans resisted from airfield buildings and the railway embankment to the north-west of the complex. German reinforcements soon arrived, ending the rampage as fire from Pak 40s and Panzer IVs began to take a toll.

OBJECTIVE

The airfield is the 169th Brigade's primary objective; it must be taken, and if they can destroy a few of Jerry's aircraft, all the better. Kampfgruppe Stempel are to hold the airfield at all costs and protect the German aircraft on the airfield.

SET-UP

Set up the airfield as shown on the map. The railway track and embankment provide hard cover for anyone behind it. Place the chain link boundary fence (black lines around the airfield) as shown. There is a gate on the northern side

above the control tower. Players should also place appropriate terrain pieces around the airfield like fuel trucks, sandbag emplacements, slit air raid trenches, bomb craters and searchlights etc.

The British must secure the control tower and both aircraft hangers. Additionally, the British are trying to destroy as many German aircraft as possible. Starting with the German player, players alternate placing eight aircraft objectives on the table. They must be placed within 3" of the runway and at least 5" apart.

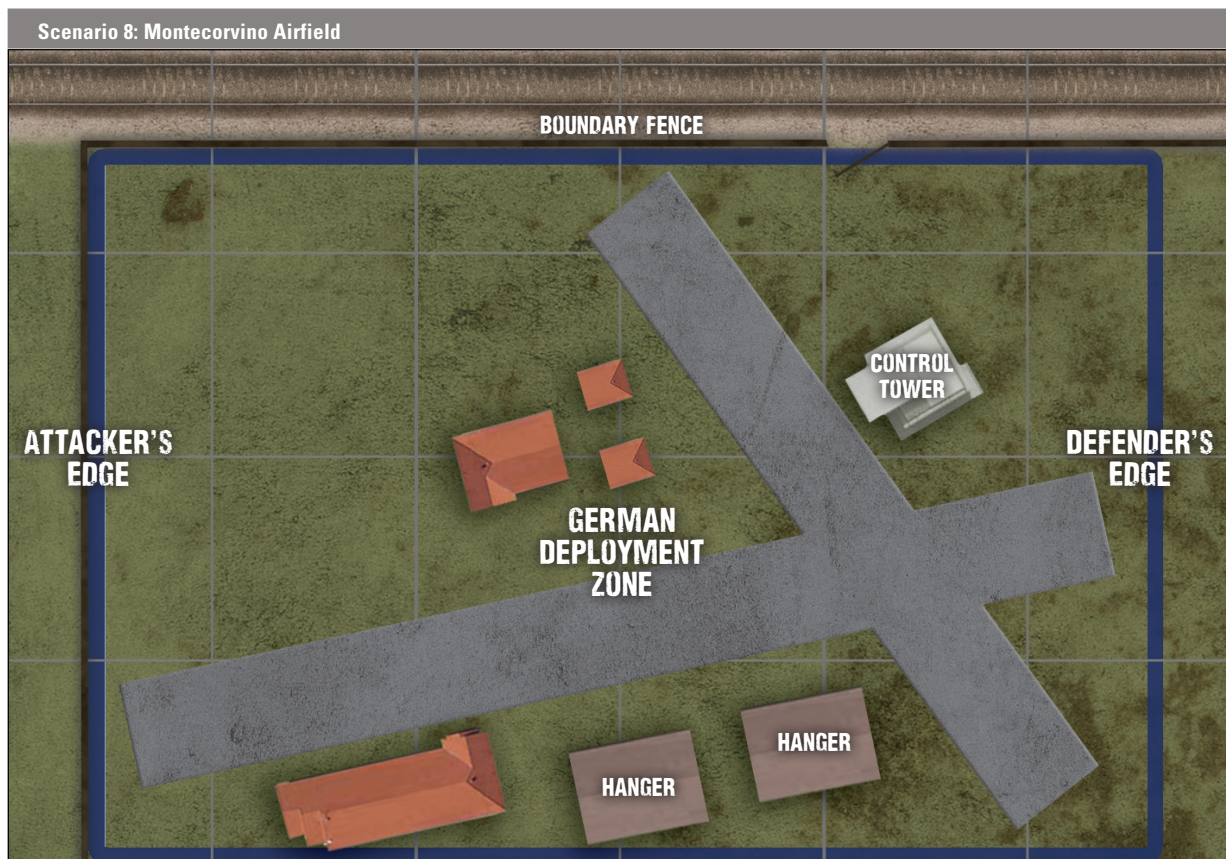
SPECIAL RULES

DUG IN

The Germans of Kampfgruppe Stempel deployed on the table start the game Dug In.

AIRCRAFT

Aircraft are treated as having 7+ armour (equivalent to an armoured carrier). Units with demolition charges (see [page 165](#)) can use them to destroy aircraft. Roll 3d6 and on the result of a 7+ the aircraft is destroyed. Aircraft fuselages are hard cover for units taking cover behind them, while aircraft wings are soft cover. When heavy



weapons penetrate the armour of the aircraft (7+), instead of rolling on the damage results for vehicles table roll a d6. If the result is a 1–2 the aircraft has only suffered minor damage and is not counted as destroyed. On a roll of 3–6 the aircraft is counted as destroyed.

If the aircraft is destroyed there is a chance of a fuel or ammunition explosion, which affects any unit within 2" of it. When an aircraft is destroyed the British player rolls a die. On a roll 1, 2, or 3 there is no explosion. On a roll of 4, 5, or 6 the aircraft explodes. Any models within 2" of the aircraft receives a HE hit with a penetration value of +2.

RAM AND SLAM

Fully tracked armoured vehicles with an damage value of 8+ or more may destroy aircraft by ramming them or driving over them with a *Run* order. After the vehicle has collided with the aircraft, the tank (if it still has movement) may move beyond the aircraft (it has driven over the aircraft). The aircraft is destroyed in the collision. Do not roll for an explosion if the aircraft is destroyed in this way.

SURPRISE

Shocked by the violent suddenness of the attack, all German units on the table start the game with a pin marker.

THE BOUNDARY FENCE

The boundary fence is a chain link fence. The fence may be gapped by fully tracked and half-tracked vehicles. To gap the fence the vehicle must be given an *Advance* or *Run* order. Vehicles crossing the fence create a 4" gap. Units with wire cutters may also gap the fence. Give the unit a *Fire* order when adjacent to the fence to gap it (they cannot shoot at the same time). Units starting their move adjacent to the fence may climb over it with an *Advance* order. The unit is placed on the opposite side of the fence adjacent to it, and ends its move there. They may not shoot their weapons this turn.

WIRE CUTTERS

Engineer sections may be equipped with wire cutters for +5pts for the entire section.

THE AFTERMATH

The battle quickly deteriorated into a firefight across the airfield. There were attacks and counterattacks until nightfall, but neither side was able to drive off the other. However, the 169th Brigade were pleasantly surprised on

FORCES

The British create a 1,750pt force using the X Corps Reinforced Platoon selector. No Commandos or Multinational forces can be taken.

The Germans create a 1,500pt force using the Kampfgruppe Stempel Reinforced Platoon selector.

DEPLOYMENT

The German player deploys first, placing half of their units, rounding down, anywhere beyond 12" of the attacker's edge and inside the boundary fence. The rest of the German force is in reserve. They come on anywhere along the defender's edge or from the top edge anywhere within 36" of the defender's edge.

The British player selects half of their force, rounding down, to make up their first wave. This first wave arrives on the table from the attacker's short table edge in turn 1. They can only be given *Advance* or *Run* orders, and don't need to take an order test to move onto the board. The rest of the British troops are in reserve.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 8 roll a die: on a result of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn.

VICTORY!

Victory is determined by Victory Points. One side must acquire two Victory Points more than their opponent to win the game. If this is not achieved the game is a draw.

Each side receives 2 VPs for each hanger in their control. To control a hanger, you must have at least one infantry or artillery unit inside the hanger and no enemy units inside the hanger or within 3" of the entrance. The control tower is worth 3 VPs to the player who controls it. To control it there must be at least one of your Infantry units inside it and none of the enemy's units. Buildings can be destroyed to deny them to the enemy, but this means that no one will get VPs for them.

The British receive 1 VP for every destroyed aircraft.

The Germans receive 1 VP for every aircraft still intact at the end of the game.

the following morning when they found that Kampfgruppe Stempel had abandoned the airfield.



German reinforcements bolster the defences at the airfield



SALERNO: 10–12 SEPTEMBER

On 9 September, Kesselring concluded that 10th Army was in a good position to destroy the Allied beachhead and mobilised his forces against it. The Hermann Göring Panzer Division and Kampfgruppen from the 15th and 3rd PG Divisions moved down from the north, while Kampfgruppen from the 26th Panzer, 29th PG Divisions, and a regiment of Fallschirmjäger moved from the south. Surprisingly for the Allies, the Luftwaffe became a factor, doing enough damage to the Allied fleet with effective use of remote-controlled guided bombs to cause concern. The Battle of Salerno itself became one of multiple small-scale battles for important locations. The battles over the ports were vital, as was control of the heights directly around them. Also pivotal was control of the road network (Battipaglia was an important transport hub), high ground such as Hill 424 and Altavilla, and tactically important river crossings.

On the morning of 10 September the British 46th Division drove to Salerno and cleared the port of German remnants. In the meantime, the 139th Brigade pushed up

the Avellino road and secured 'Hospital Hill'. The main focus for the Germans was Battipaglia, which was counterattacked from two directions. Kampfgruppe Stempel pulled out of its battle at the Montecorvino airfield and attacked from the north while Kampfgruppe Holtey moved north from the American sector. Lacking anti-tank weaponry, the 9th Fusiliers retreated, abandoning the city. The Germans pursued them to Santa Lucia and brutally devastated the battalion until the 8th Fusiliers intervened.

Two regiments of the 45th Division landed in the American sector to reinforce the US beachhead. From there they marched toward a location known as the 'Tobacco Factory', which was located in front of Persano. The 36th pushed inland toward Albanetta after taking Mount Soprano.

Back on the British Tusciano front during the 11th, Kampfgruppen Doering and Stempel threatened to push the British into the sea, forcing the British 167th Brigade to retreat toward the Santa Lucia and Fosso bridge. The

pursuing German forces caught up and cut the British to ribbons, virtually destroying the 8th Fusiliers. The British stopped the Germans from taking Fosso bridge only by pulling units out of the line elsewhere and massing artillery fire on the attackers. In the north, the Hermann Göring Division made probes against the Commandos and attacked 'Hospital Hill' and 'White Cross Hill', both on Salerno's doorstep with commanding views of the harbour.

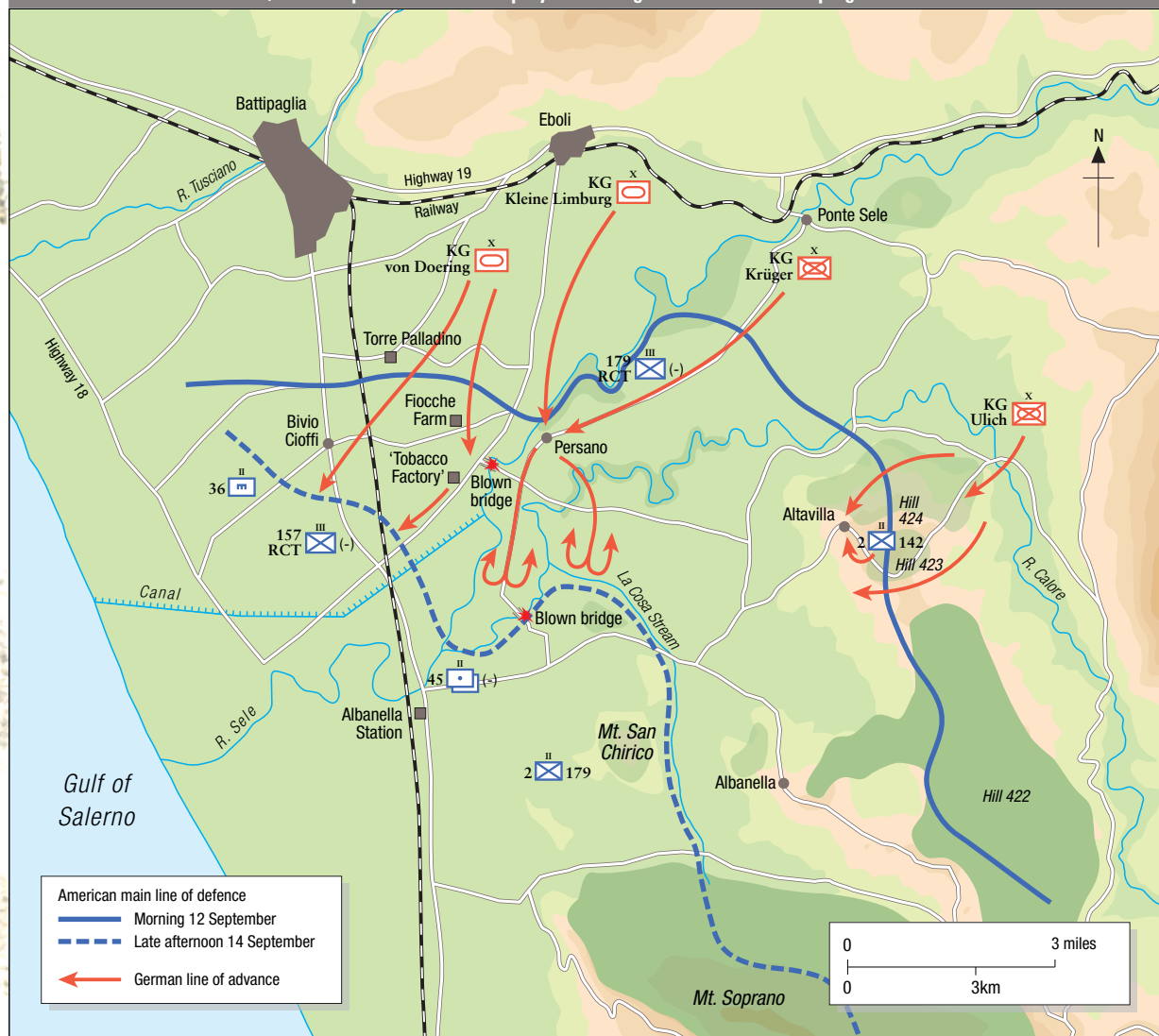
In the American sector, the 45th Division attempted to expand their beachhead by pressing on to Ponte Sele through Persano but were thwarted by the mobile Germans. Kampfgruppe Ulrich surrounded the 179th, while the 157th had to contend with Kampfgruppe Krüger, which had occupied the 'Tobacco Factory'.

The US 36th Division reached Altavilla with 2/142

Battalion occupying Hill 424 above it. During the night the 2nd Battalion, 15th Panzergrenadier Regiment (29th Panzergrenadier Division) infiltrated the American line, engaging them from all directions. The 2/142nd's battalion commander was killed, which led to a retreat down the hill. The retreating Americans were cut off and trapped by the panzergrenadiers. With the 2/142nd stranded, the Germans successfully took back Altavilla.

The battle was going badly for the Allies. Their beachhead was shallow and thinly held, with a determined enemy making them pay dearly in casualties. Additionally, their numerical advantage dwindled as German reinforcements reached Salerno. The balance of force ratio was starting to tilt in the German's favour.

The German counter-attack, 12–14 September 1943 © Osprey Publishing Ltd. Taken from Campaign 257: Salerno 1943





SALERNO: 13 SEPTEMBER 'BLACK MONDAY'

Back at Altavilla, two American battalions were ordered to assist the beleaguered 2/142nd. The attack of the 3/142nd Battalion was pinned down before they reached Hill 424 and a German counterattack pushed them back. The 3/143rd Battalion became bogged down fighting the Germans on the summit for five hours until the 3/143rd's commander, Lt. Col. Barnett, ordered the supporting artillery to pin the Germans down while K Company swung round to attack Altavilla. K Company drove off the defenders, linking up with the besieged 2/142nd. The Germans counterattacked the rest of Barnett's battalion, throwing them off the hill and isolating K Company, which surrendered the following morning. From their new positions in Altavilla the Germans spotted the 1/142nd Battalion, which had been held in reserve, and called in a devastatingly accurate bombardment which forced the 1/142nd to retreat. Amazingly, one German battalion had taken on four American battalions and defeated them in turn.

On the British flank, the Hermann Göring Division's Kampfgruppe Fritz attacked No. 2 Commando on Dragonera Hill. As the attackers advanced under the cover of morning mist panzers and artillery pummelled the Commandos, driving them from the hill and back to Vietri, where the German advance was eventually halted. Brigadier Laycock led a vicious counteroffensive, pushing the Hermann Göring panzergrenadiers back up the hill and then off it, retaking the

summit. The German's real focus on 'Black Monday' however was the centre of the Allied line.

After probing weaknesses in the Allied line, the Germans knew this was where they needed to strike. While Kampfgruppe Stempel launched a diversionary attack against the British at Santa Lucia, three German Kampfgruppen of the 16th Panzer Division and Kampfgruppe Krüger of the 29th PG Division attacked the Allies' weak centre. The objective was to split the 5th Army in two by controlling crossings across the Sele and Calore rivers.

As the attack began, the Americans had just taken a wood north of the 'Tobacco Factory'. The Americans were pushed back by heavy shelling from Kampfgruppe Doering. The Germans pushed on, retaking the factory but were held there by tanks of the 753rd Tank Battalion. While Kampfgruppe Doering was roughing up the Americans, Kampfgruppe Kliene Limburg secured the Sele Bridge crossing, then engaged the rear of the US 3/142nd Battalion which had crossed it just that morning. In a moment of uncanny timing, Kampfgruppe Krüger attacked the 3/142nd from the front at the same time. The American battalion was immediately mauled, with 508 men killed or captured. The survivors retreated south toward the Calore. Oberst Berndt von Doering arrived after the fight with 15 panzers and headed for the vital Calore crossing.

SCENARIO 9: STANDOFF AT THE CALORE

As von Doering's panzers raced toward the Calore, two explosions were seen on the river. "Scheiße! They have blown the bridges." The hills then erupted with flash and thunder and seconds later the shock and violence of artillery fire engulfed them – the Americans had been waiting for them. The combined strength of two battalions of 105mm guns were unleashing their fury onto the oncoming tanks. The panzers had to find another way across!

OBJECTIVE

Kampfgruppe Doering must secure a crossing over the Calore river. With the invasion beaches only a few miles away, the 45th Division must stop the Germans at all costs.

SET-UP

Set up the table as shown on the map. One or two houses or small wooded areas may be placed in the open ground on the attacker's side of the river.

Create six identical small ford tokens (no bigger than

2" diameter) – spare model bases are ideal for this. Mark the underside of two ford tokens with an X before shuffling them all together, face down. Divide the pile in two (still face down). Without looking at the underside, players alternate placing these ford tokens anywhere along the river, on the attacker's riverbank, so they are at least 6" apart, starting with the attacker. The aim is for neither player to know which of the tokens is marked with an X. See special rules for their use in the game.

SPECIAL RULES

NO OUTFLANKING

There is no outflanking in this scenario.

BLOWING UP THE BRIDGES

The US Engineers have wired the bridges ready for detonation. To blow up each bridge an Engineer squad within 6" of it must be given a *Fire* order and must pass an order test. If they pass the test the bridge is destroyed; if they fail, they can try again next turn. Any units caught on the bridge when it is blown are automatically destroyed.

Scenario 9: Standoff at the Calore



FORDING THE RIVER

During the battle, the bridges were blown up by US engineers. The Germans struggled to find a suitable place to ford the Calore River. If a panzer starts their turn within 2" of a ford marker they may be given an *Advance* order to attempt to ford the river. Move the tank to the river's edge, then turn over the ford marker. If it is marked with an X the panzer may continue their advance. Leave the marker in place; other German panzers may ford the river within 6" of it. If the token is blank, the tank ceases its move at the edge of the river. Remove the marker, as this is no longer a potential crossing point.

FORCES GERMAN

The German force consists of six veteran Panzer IV H tanks and one Panzer IV Command tank which gives a +2 morale bonus and has the following special rule: Follow Me! Play before you give this vehicle a *Run* or *Advance* order. Choose a friendly vehicle within 12" and line of sight of this vehicle. If it has a *Down* order, put that die back into the order dice bag.

US

The US force consists of:

- 1 Major and companion.
- 1 1st Lieutenant and companion.
- 3 10-man Rear Echelon squads equipped with any combination of armament available to them.
- 2 10-man Regular US Engineer squads equipped with demolition charges and flamethrowers.
- 8 M2A1 105mm howitzers.
- 3 37mm Anti-tank gun M3 and tows.
- 3 M7 Priests.
- 1 M10 Tank destroyer.

AFTERMATH

The commanders of the 158th and 189th field batteries, Lt. Col. Hal Muldrow Jr. and Lt. Col. Russell D. Funk, did their best to gather up what men they could to defend the river before von Doering's arrival. Cooks, clerks, drivers, and all matter of miscellaneous troops were ordered to the front line. Lt. Gen. Clark was also present at the battle, showing personal bravery as he encouraged the men on under fire. As the German tanks approached the river they attempted to find a place to cross, but the

DEPLOYMENT

The US player deploys the officers, all infantry squads, and the eight howitzers on the defender's side of the Calore river. Each Engineer squad must be deployed within 6" of one of the pontoon bridges. The anti-tank guns, M7 Priests and M10 tank destroyer are in reserve. They begin rolling to come on from turn 3 and arrive anywhere along the defender's edge.

The Germans bring their units onto the table during turn 1 as their first wave. They can only be given *Advance* or *Run* orders; no order test required. These units may enter the table from any point on the attacker's edge.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 8 roll a die: on a result of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn.

VICTORY!

Victory is determined by Victory Points. One side must acquire two Victory Points more than their opponent to win the game. If this is not achieved the game is a draw.

The Germans receive 3 VPs for every panzer they get across the Calore river that is still functioning (i.e. not destroyed) at the end of the game.

The US Army gets 2 VPs for every German unit that did not make it across, including destroyed panzers.



US Army 37mm Light
Anti-tank Gun Team

closer they came the more intense the bombardment got. The guns and improvised infantry were joined by six obsolete 37mm anti-tank guns, some M10 tank destroyers, and 7 M7 Priests. For half an hour the panzers attempted to find a crossing point without success. Eventually, after close to 4,000 shells had been fired at the Germans, von Doering was forced to order a retreat. The crossing remained in American hands.

SALERNO: THE LAST DAYS

With no infantry reserves and the front about to collapse, Lt. Gen. Mark Clark told his staff to draw up evacuation plans. Everyone around Clark, from divisional commanders to Clark's superior, General Alexander were not impressed with the plan and vehemently opposed it. After being talked out of his momentary panic Clark began to think of other alternatives. Monty's Eighth Army would link up with them within a matter of days, while reinforcements from Sicily and North Africa were also imminent. Clark just needed to hold out until then. In the short term Clark had another option: the 82nd Airborne. Moving with speed and determination, General Mathew Ridgeway organised an immediate night drop of 1,300 paratroopers. Landing on the night of 13 September, the 82nd bolstered the American beachhead.

On the morning of 14 September, the Germans made another thrust toward the Albanella crossing. Waiting for them there were two battalions of the 179th RCT and a wall of naval gun fire, which stopped the Germans cold. The Germans made two more attempts but were repeatedly held off. Kampfgruppe Krüger made major attacks on the Calore crossing. Dug in and waiting for them were infantry, tanks, and tank destroyers which repelled the attacks. On the British Tusciano front another attack on Fosso Bridge was also repulsed. During the day the US 45th's last regiment finally landed and another 2,100 paratroopers were dropped. VI Corps had held and

German momentum stalled.

With the exception of the fighting for 'White Cross Hill' the Germans made little headway over 15–17 September. Field Marshal Kesselring realised the opportunity to destroy the beachhead had come and gone. The balance tilted in the Allies' favour as reinforcements began to stream ashore. By 17 September, the British 7th Armoured Division were ashore, the Americans had received a further tank battalion, and Monty's Eighth Army had finally linked up with the US 5th Army. On the night of 17–18 September Kesselring ordered a withdrawal.

TOP SECRET

RESCUE MUSSOLINI!

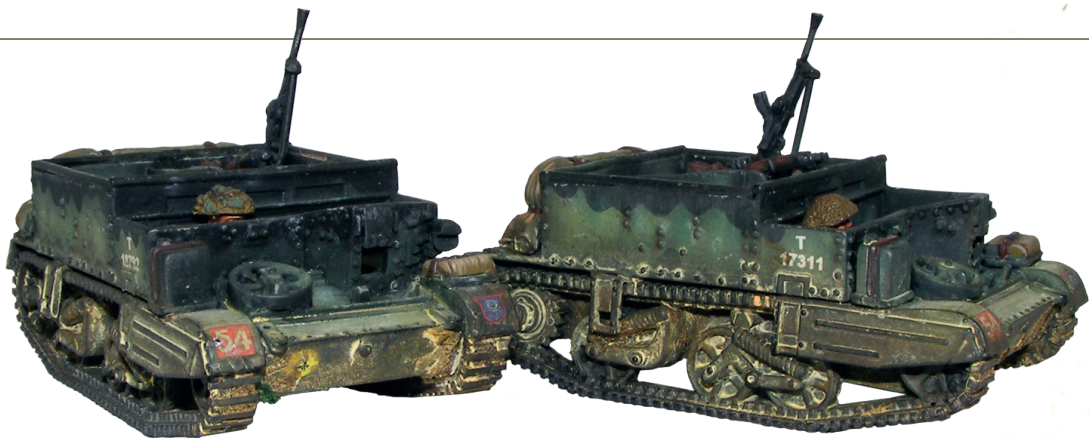
While battle raged at Salerno, events unfolded that would further complicate the Italian campaign. Fallschirmjäger of the elite Lehr Battalion and SS Commandos of the Jäger-Bataillon 502, led by Otto Skorzeny, swooped down and captured the Campo Imperatore Hotel in a daring glider assault on the afternoon of 12 September. The hotel was secured, and deposed Italian dictator Benito Mussolini was immediately flown off the mountain plateau and taken to Hitler.

The rescue of Mussolini had long term consequences for the Italian campaign. Hitler now had a figurehead for a new pro-Fascist regime in Northern Italy. With their legitimacy challenged by Mussolini's new Italian Social Republic (RSI), Badoglio's government declared war on Germany and the RSI. The campaign had now also become an Italian civil war.

A US M10 tank destroyer sizes up the lead panzer



THE WINTER LINE



THE EIGHTH ARMY IN PURSUIT

"I hope I never see a mountain again as long as I live."

Major General John P. Lucas

With the US 5th Army moving up the western Italian coast, Alexander ordered Monty to pursue the enemy on the eastern side of the Apennines mountain range and along the Adriatic coast. The Germans resisted as the Eighth Army pushed forward, delaying the British advance as they withdrew. With only a few elements of the 1st Fallschirmjäger Division left behind, General Dempsey set up an ad hoc force, named A Force, to charge for the Foggia airfield complex, taking it on 27 September.

While the majority of the British 1st Airborne were leaving for England, new divisions arrived, leading to a restructuring of the Eighth Army. V Corps, which was made up of the 8th Indian Infantry and the British 5th Infantry Divisions, would push north on the inland left flank; while XIII Corps, made up of the 1st Canadian, British 78th 'Battleaxe' Division, the 4th Armoured Brigade and the 1st Canadian Armoured Brigade, would advance up the coastal right flank. The Eighth Army's main focus was Pescara. From Pescara the Eighth Army could drive for the Allies' major objective in Italy, Rome. For the time being, they had to take the next step in their advance up the Italian boot; the port of Termoli.

SCENARIO 10: TERMOLI

Monty's plan to seize Termoli involved a daring amphibious assault which would bypass the enemy's front line and secure the port by surprise. The assault on 3 October would be made by the elite 2nd Special Service Brigade. The force of roughly 1,000 men was made up of Major Peter Young's No.3 Commando, 40 Royal Marine Commando and 'Paddy' Mayne's Special Raiding Squadron. The Commandos would be reinforced by the 36th Infantry Brigade and the 38th Irish Brigade of the British 78th Infantry Division, with the rest of the 78th Division attacking overland on 1 October.

The force attacking overland were halted by the demolition of bridges over the Biferno. With heavy rain swelling the river, making it impassable. On night of the 3rd, engineers bridged the raging river. B Squadron, 56th Recce Regiment along with the Regimental HQ raced across and linked up with the commandos at Termoli.

The Special Service Brigade landed in the dark hours of 3 October, totally surprising the small garrison. The port was quickly taken, and the Biferno crossing and the approaches to the town secured. The 36th Brigade arrived on the night/morning of the 3rd/4th on schedule. In the interim, Kesselring, informed of the landings, made the decision to redirect the 16th Panzer to Termoli. The arrival of the 16th worried the 78th's commander, Major General Eveleigh who only had 4 Battalions, the Special Service Brigade, an armoured car squadron and a field artillery regiment under command. Eveleigh put together a force to protect his right flank (Chavasse force) while the 36th advanced toward San Giacomo. On the wet, dark morning

of 5 October the Scots of the 8th Argyll and Sutherland Highlanders Regiment (ASHR) and the 5th East Kents advanced toward San Giacomo. As the ASHR moved beyond the Valentino Brickworks the Germans struck like a sledgehammer.

MULTIPLAYER GAME

This scenario is designed to be played with two players on the German side and up to three players on the Allied side: one player controlling Chavasse Force, another controlling the 78th Division assault force, and a third player controlling the Irish Brigade. It is recommended that different coloured dice be used for each force and another set for the Allies' tank reserve, which is controlled jointly by the Allied players.

OBJECTIVE

The British must hold on until reinforcements can turn the tide. The German 16th Panzer Division must drive this invasion back into the sea, Field Marshal Kesselring demands it!

SET-UP

This scenario is intended to be played on a 12' x 4' board. This can be achieved by connecting two 6' x 4' boards together. Set up the board as shown on the map. Excepting areas where there are woods, buildings, roads, or railroad tracks, the area is covered in crops, olive groves, or ploughed fields; this includes the hilly areas. Low stone walls can be placed around farm properties.

Place three objective markers: one in the Termoli town centre, one in the centre of the brick factory, and the last in the centre of San Giacomo as depicted on the map.

SPECIAL RULES

RULE THE SKIES

See the rules on [page 167](#).

FREE OBSERVER

The British are limited to one free artillery observer for all four forces.

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see Appendix, [page 168](#)).

FORCES

BRITISH

The British create four separate forces: The Termoli Assault Force, Chavasse force, the Irish Brigade, and the Allied Tank Reserves.

78th Division Termoli Assault Force: Create a 1,500pt force using the Termoli Assault Force Reinforced Platoon selector. Major Peter Young and Major Robert 'Paddy' Mayne may not be taken. Neither can any tanks, self-propelled guns or anti-aircraft vehicles.

Chavasse Force: Create an 800pt force using the Chavasse force selector.

The Irish Brigade: Create a 1,000pt force using the Termoli Assault force selector. All compulsory headquarters and infantry units must be Irish troops, and no armoured cars, tanks, self-propelled guns or anti-aircraft vehicles may be taken. Put the Irish Brigade's order dice in the bag at the start of turn 4.

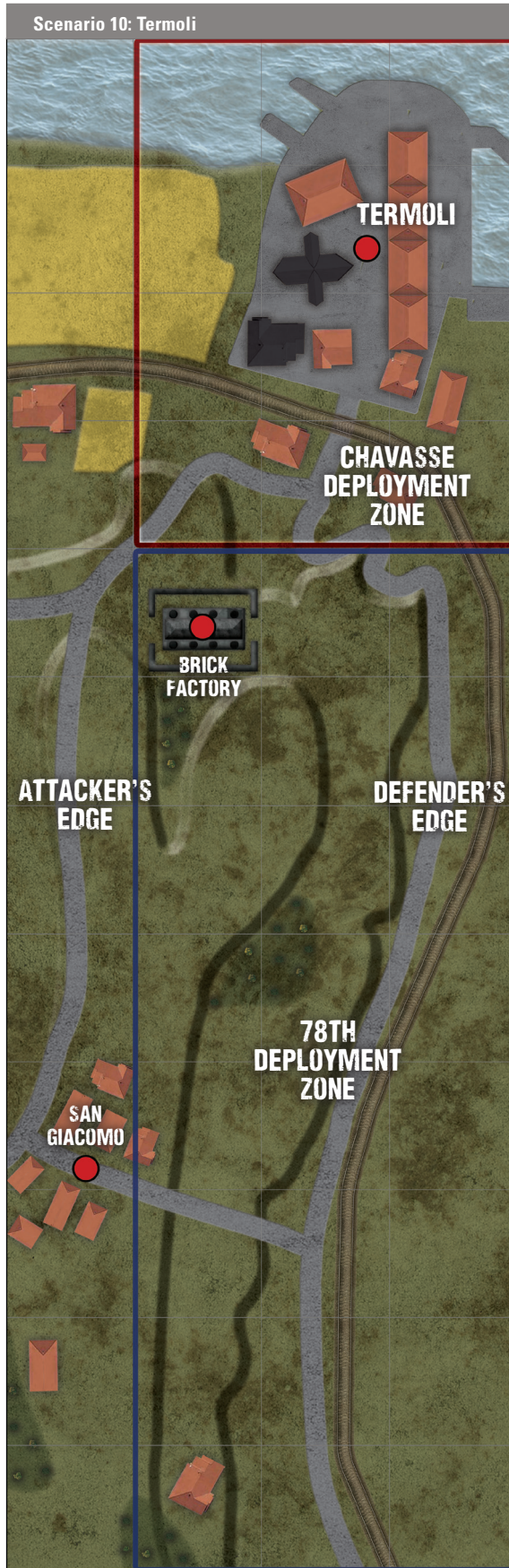
Allied Tank Reserves: Comes in two parts: the first is two Veteran Sherman IIIs from the 3rd County of London Yeomanry (3 CLY); place their dice in the order dice bag at the start of turn 2. The second is three Regular Sherman IIIs of the Canadian Three Rivers regiment; place their order dice in the order dice bag at the start of turn 5.

GERMAN

The Germans create two separate forces, from Kampfgruppe Doering and Kampfgruppe Stempel.

Kampfgruppe Doering: Create a 1,500pt force using the Kampfgruppe Doering selector.

Kampfgruppe Stempel: Create a 1,500pt force using the Kampfgruppe Stempel selector.



DEPLOYMENT

78th Division Assault Force: The entire force is deployed in the blue area shown on the map.

Chavasse Force: The entire force is deployed in the red area shown on the map and starts the game Dug In.

The Irish Brigade: Arrive by ship at Termoli harbour. When the player controlling the Irish Brigade successfully brings on a unit, they come on adjacent to any one of the four quays in Termoli harbour.

Tank Reserves: The tanks arrive from anywhere along the defender's table edge.

The units of both Kampfgruppe Doering and Kampfgruppe Stempel all come on as a first wave from turn 1 with *Advance* or *Run* orders, with no order test needed. They can come on from any point of the attacker's edge. Historically Kampfgruppe Doering's forces struck from the coastal flank with Stempel on their right flank.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 8 roll a die: on a result of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn.

VICTORY!

Victory is determined by Victory Points (VPs). One side must acquire two Victory Points more than their opponent to win the game.

To acquire VPs in this scenario, objectives must be taken and held. The most important objective marker on the table is the one in Termoli, which is worth 2 VPs. The two other objectives on the table are worth 1 VP each. To capture an objective one side must have one of their infantry or artillery units within 3" of the objective marker and no enemy units within 3". Non-transport vehicles cannot capture objectives but can contest them to deny them to the enemy. Transport and tow vehicles can do neither.

THE AFTERMATH

Kampfgruppe Stempel attacked from the west along the coastal flank while von Doering struck from the south-west. After they became a magnet for tank and artillery fire, the Argylls were ordered to retreat. The Germans pursued mercilessly; 13 officers and 150 other ranks were killed or wounded, including Major 'Jock' Anderson. Chavasse Force was also hit hard by Kampfgruppe Stempel. Overwhelmed, it soon retreated to a new line which held the Germans back. However, the momentum shifted in the Allies favour as reserves began to arrive. On

the night of the 4th the 38th 'Fightin' Irish' Brigade landed and were thrown straight into the line. The next day the Irish counterattacked with the support of tanks from the Canadian 'Three Rivers' Regiment, and by nightfall had pushed the Germans back to the Simarco river. The Germans retreated northward with the Eighth Army in pursuit.

British Sherman V Medium Tank



CROSSING THE SANGRO

In mid-October Monty reorganised the Eighth Army. The 78th and 8th Indian Division were paired up with the 4th Armoured brigade to make up V Corps, while XIII Corps included the Canadian 1st and British 5th. V Corps was moved to the Adriatic sector with their right flank on the coast while XIII Corps was positioned inland on their left. Each corps was now also backed up with Army Artillery Groups packing masses of heavy calibre fire power. The 6th Army Group, Royal Artillery (AGRA), for example, had up to 12 regiments of artillery equipped with medium and heavy artillery batteries and heavy anti-aircraft batteries. 1st AGRA was assigned to V Corps and the 6th AGRA to XIII Corps.

The Germans continued to stymie the Eighth Army's advance north. Kesselring's strategy was to delay the enemy while he prepared his main line of defence around the Casino Massif and the Garigliano, Rapido, and Gari rivers, which he called the Gustav Line. As the 8th Army approached the Sangro River the Germans built fieldworks along its length and more permanent defences behind it called the Berhardt Line or the Winter Line to the Allies. In the meantime, autumn rains and mud held up XIII Corps advance at the Trigno river (the Barbara Line) for a week gaining a bridgehead only after tough German resistance and heavy casualties on 3 November.

New formations were arriving in Italy for both the Germans and the British. The influx of German troops led to the reactivation of the 14th Army. While the 10th Army held the front line against the 5th and 8th armies, the 14th defended the rest of Italy and was used to cycle fresh units into the line for battle worn formations in need of rest and refit. The Germans now had more divisions in Italy than the Allies did. Given this fact and the advantage of highly defensive terrain, the Allies would have to rely on, more than ever, their substantial firepower.

In preparation for the Sangro crossing, Monty amassed 700 artillery pieces and almost 200 tanks from the 4th Armoured brigade and Canadian 12th (Three Rivers) Armoured regiment with the 4th New Zealand Armoured Brigade in reserve. Monty's plan was for the XIII Corps to deliver a feint to draw German attention to them while V Corps made the main attack over the Sangro. Everything was ready – then the rains poured down, flooding the Sangro River. The Sangro could not be crossed until the morning of 27 November, when the 17th Indian and 38th Irish Brigade finally crossed and drove toward the Bernhardt Line and the town of Mozzagrogna.



British M7 Priest Self-propelled Gun

SCENARIO 11: MOZZAGROGNA

As the 1/5th Gurkha rifles advanced on Mozzagrogna, rain poured and the thunder of 200 guns lit up the midnight sky. As the barrage lifted the Ghurkhas charged, crying out: “*Jaya Mahakali Ayo Gorkhali!*” (“Hail goddess Kali, here comes Gorkhali”). The kukri-wielding Ghurkhas rampaged through the streets. As the furious battle raged, tank tracks and engines could be heard through the gunfire and explosions. The iron beasts appeared and trundled into the square. The lead tank’s turret turned on the church of San Rocco and a jet of flame whooshed out, pouring fire onto the sacred building. A PIAT shot came looping in from the roof top, hitting the tank squarely. The force of the explosion blew off the turret. As it bounced away the remnants of the tank burned furiously.

OBJECTIVE

The British need to secure the town by capturing its key points so their drive to their ultimate objective, Pescara, can continue. The Germans need to defend Mozzagrogna and stop it from falling into enemy hands.

SET-UP

Set up the board as shown on the map. The topography of

the town is shown with the ground level shown in inches. The buildings in the town are two or three stories high. The Villa Marcantonio is a four-story building.

Place three objective markers on the table: one on the centre point of the square, another in the Church of San Rocco, and the third on the Villa Marcantonio.

SPECIAL RULES

PREPARATORY BOMBARDMENT

The British automatically get a preparatory bombardment. See [page 131](#) of the *Bolt Action* rulebook.

DAWN ASSAULT

The British attack began on midnight of 27 November. The Dawn Assault rules are in play. Refer to pages 219–221 of the *Bolt Action* rulebook.

NO OUTFLANKING

There is no outflanking in this scenario.

RULE THE SKIES

See the rules on [page 167](#).



ORDER DICE

Use different coloured sets of order dice for each force on the table. The British use three sets of order dice for their three forces, while the Germans use two different coloured order dice sets. Forces that start the game in reserve do not put their order dice in the order dice bag at the start of the game. Put their order dice in the dice bag at the start of the turn they can start rolling to bring on their reserves.

NO FORWARD DEPLOYMENT

There is no forward deployment of spotters, observers, or snipers in this scenario.

FREE OBSERVER

The British are limited to one free artillery observer for the entire British army, including all separate forces.

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see [page 168](#)).

FORCES BRITISH

The British create three separate forces: Ghurkhas and Royal Fusiliers, Frontier Force composed of Indian troops, and the 50th Royal Tank Regiment.

1/5 Ghurkhas and Royal Fusiliers: Create a 1,200pt force using the 8th Indian Division Reinforced Platoon selector (see [page 152](#)). This force may not have Indian, Recce Corps Assault Troop sections, Irish Infantry sections, tanks, or self-propelled guns.

1/12 Frontier Force: Create a 600pt force using the 8th Indian Division Reinforced Platoon selector (see [page 152](#)). No Gurkha sections, Regular Infantry sections (Mid/Late-war), Recce Corps Assault Troop sections, Irish Infantry sections, tanks, or self-propelled guns.

50th Royal tank regiment: This force consists of four Veteran Sherman III tanks and a Veteran Daimler Dingo.

GERMANS

The Germans create a force for the 65th Infantry Division and get pre-selected reinforcements.

65th Infantry Division: Create an 800pt force using the Grenadier Reinforced Platoon (Italy, 1943). You may not take armoured cars, tanks, tank destroyers, or self-propelled artillery.

26th Panzer reinforcements:

- 1 Veteran Panzer IV H
- 1 Veteran Flammpanzer III
- 1 Veteran StuG M43(i) (105/25)
- 1 Veteran SdKfz 222

German Panzer IV
Ausf H Medium Tank

1 Veteran 2nd Lieutenant with two soldiers, mounted in a SdKfz 250/1

2 8-man Panzergrenadier squads (Italy, Late 1943), each equipped with two SMGs, an LMG and a panzerfaust 30, riding in SdKfz 251/1s

DEPLOYMENT

The German player deploys the 65th Infantry Division first, anywhere up to 30" in from the defender's edge. Eligible German units may start the game hidden. The reinforcements start the game in reserve. They begin rolling for reserves from turn 4 and they come on from any point along the defender's edge.

The Ghurkhas and Royal Fusiliers bring their whole force on in the first wave using *Advance* or *Run* orders with no order test needed. The Frontier Force starts the game in reserve. They begin rolling for reserves from turn 6 and may come on from any point along the attacker's edge. The 50th Royal Tank Regiment also starts the game in reserve, rolling for reserves from turn 8 and may come on from any point along the attacker's edge.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 10 roll a die: on a result of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn.

VICTORY!

To win the game one side must control at least two of the objectives, otherwise the game is a draw.

To capture the objective in the square one side must have one of their infantry or artillery units within 3" of the objective and no enemy units within that 3" radius. Non-transport vehicles cannot capture objectives but can contest them to deny them to the enemy; transport and tow vehicles may do neither. To control a building there must be at least one of your Infantry units inside it and none of the enemy's units. Buildings can be destroyed to deny them to the enemy, but this means no one can claim Victory Points for them.



THE AFTERMATH

The panzers that charged into the town square were from the 26th Panzer Division, made up of Flammpanzer IIIs, Panzer IVs and captured StuG M43s. The Gurkha Brigade's commander, Brigadier Wyndham, ordered a retreat, and the Ghurkhas abandoned their hard-won ground. The attack was renewed on the next night by the

1/12th Frontier Force Regiment, this time supported by tanks of the 50th Royal Tank Regiment and another massive bombardment. The Germans were unable to resist this assault and retreated. By 29 November, the town was in Indian hands – the Bernhardt Line had been breached.

Storming Monte La Difensa by Peter Dennis (C) Osprey Publishing Ltd. Taken from *Raid 48: Storming Monte La Difensa*



SEE NAPLES AND DIE

As the Germans retreated from Salerno, they employed the same delaying tactics. The 5th Army's advance to Naples was slowed as bridge after bridge was blown. Facing 5th Army was the XIV Panzer Corps made up of the Hermann Göring Panzer Division, the 15th Panzergrenadier Division, the 3rd Panzergrenadier Division, and the 26th Panzer Division. Naples was eventually captured by Darby's Rangers and the 82nd Airborne on 1 October. Though they were welcomed into the city by cheering crowds, Allied bombing raids and German engineers made the city virtually uninhabitable for its citizens. Everything that could be used by the Allies was destroyed, and mines and booby traps were hidden everywhere.

The Allied advance continued north across the Campanian plain until the Volturno River was reached. The autumn rains swelled the river until it flooded over its banks, causing considerable problems. Crossing the river was delayed for a week due to the poor weather. After several failed attempts the US 3rd Division and X Corps managed to get bridgeheads across. By 16 October von Vietinghoff, 10th Army's commander, ordered a retreat. The XIV Panzer Corps now fell back to the Barbara line by 24 October. The 5th Army soon moved from plains to

mountain country.

As the 5th Army reached the mountains the advance slowed to a crawl. The Allies bashed their way through the Barbara Line, but the closer they got to the Winter Line the tougher the Germans resisted. In the 5th Army's main axis of attack were a myriad of towering mountains that had to be conquered to clear the only route through the mountains, the Mignano gap. Each of the mountains that dominated the gap were fortified and occupied by the enemy. On 5 November the 5th Army began their offensive. The British 56th attacked Mt. Camino while the US 3rd Division struck at Mt. La Difensa, Mt. Lungo, and Mt. Rotondo. Monte La Difensa's dominance over its surrounding mountains made it the key to the whole area. It had to be taken. The 7th Regiment (US 3rd Division) tried for 10 days in snow and rain to take it but to no avail. By 15 November Clark called a halt to operations – the 5th Army needed a rest.

US Army
MMG Team



OPERATION *RAINCOAT*

While the 5th Army rested, Lieutenant General Mark Clark came up with a new plan to break the Winter Line, codenamed Operation *Raincoat*. It was split into three phases: the first phase focused on taking the Camino Massif, Mt. Camino, Mt. Difensa, Mt. Remetanea, and Mt. Maggiore, to the south of the Mignano gap. Phase two focused on Mt. Sammucro, Mt. Vischiataro, and Mt. Majo to the north. Once both sides of the gap were clear the third Phase of the Operation would be implemented, an all-out push into the Liri Valley, the highway to Rome.

The plan for Phase one was as follows: Elements of British X Corps would first conduct a feint along the Garigliano front, while VI Corps made a feint to the north. Once these diversionary attacks were in full swing the main attack would go in. The British 46th were to take Hill 360 to the left of Mt Camino while the British 56th

were to attack Mt Camino itself. The new II Corps would assault Mt. La Difensa, Mt. Remetanea, and Mt. Maggiore. The assault on La Difensa and Mt. Remetanea would be conducted by the First Special Service Force (FSSF), an elite unit made up of both American and Canadian personnel with considerable mountain training. The 142th Regiment of the 36th Division, recovered from its pounding at Salerno, was to attack Mt Maggiore. The Eighth Army would also be committed to a full-scale offensive which was likely to draw in German reinforcements. The offensive would be preceded by a herculean bombardment, showing off the immense power of the 5th Army's supporting artillery. The offensive would commence on the night of 2 December.

SCENARIO 12: MONTE LA DIFENSA

The FSSF would not conduct a futile frontal assault on La Difensa as others had before them. Thanks to thorough reconnaissance the FSSF had identified a route to the northern face of Mt. La Difensa that could get them there undetected. Once there though they would have to conquer sheer cliff face by a rope climb, at night and in winter conditions. If they could achieve this they would have total surprise. Colonel Robert T. Frederick, the FSSF's gung-ho commander, choose the 2nd to climb up first and lead the assault to take La Difensa, the 1st Regiment would follow up after La Difensa was taken and move through the 2nd to attack La Remetanea. The 3rd Regiment was to haul supplies up the mountain and bring down the severely wounded. Heavy rain postponed the operation and it was rescheduled for 3 December.

On the night of 1 December, the FSSF made the miserable journey to the cliff face, wading through icy water and trudging through thick mud. They halted near the base and waited for go time. As day faded into night the 'Black Devils' began their ascent. As they were making their way up, night suddenly turned into day as the thunder of 1,000 Allied guns barked, followed by the shriek of passing shells. In the rain and fog, the lead scouts reached the peak and found it almost deserted. The Germans never dreamed that any force would attempt the climb so only posted one sentry which was quickly dealt with. By 0430 two companies had reached the peak and begun their move forward, artillery fire from both sides helping to mask their presence. Soon the FSSF were among the Germans positions and using their fighting knives they took out several sentries silently but they were soon discovered. A German sentry bellowed, a rifle cracked, then all hell broke loose.

OBJECTIVE

The Devil's Brigade must clear Monte La Difensa. The panzergrenadiers must hold this critical ground.

SET-UP

This scenario is intended to be played on a 4' x 4' board. Set up the board as shown on the map. The area 2" in from the attacker's edge represents the edge of the cliff face the FSSF climbed to reach La Difensa's peak in the enemy's rear. The terrain on La Difensa's peak is rocky and rough, the entire board is classed as rough ground. Place as many rocks and boulders as you can on the board, which provide hard cover.

Most of the Germans defensive positions on La Difensa were constructed from rocks and boulders found on the slopes of the mountain.

SPECIAL RULES

DAWN ASSAULT

The fight to seize La Difensa took place in the dark morning hours. During this scenario the Dawn Assault rules are in play. Refer to pages 219–221 of the *Bolt Action* rulebook.

PREPARATORY BOMBARDMENT

The attackers automatically get a preparatory bombardment (See [page 131](#) of the *Bolt Action* rulebook) at the start of the game, followed by a second preparatory bombardment at the start of turn 2.

DIFFICULT CONDITIONS

To get to the peak of La Difensa the FSSF had to climb a sheer cliff face that the Germans were convinced was impassable. FSSF units coming onto the table after their climb roll a D6: on a roll of 1, 2, or 3 one man may have potentially fallen to his death. On a roll of 4, 5, or 6, two men could be killed as a result of the climb. Randomly determine who is at risk, then roll a die for each man affected. On a roll of 1, that man is killed making the climb.

STEALTH

At the start of the game all FSSF units are hidden. FSSF units may stay hidden with an *Advance* order if they do not shoot during the advance. They do risk being discovered, however. Before the alarm is raised, when a FSSF unit moves within 6" of a German unit, the German unit rolls a die; on a roll of 1, the FSSF are discovered and the alarm raised. If the FSSF unit is a scout team and the Germans roll a 1 to detect them, the German unit must roll again: on a roll of 1, 2, or 3 the Germans ignore the disturbance, on a roll of 4, 5, or 6 the FSSF are discovered and the alarm raised.

TOTAL SURPRISE

At the start of the game the soldiers of 15th Panzergrenadier Division are busy taking cover from the massive bombardment of the Camino Massif and are only expecting an attack to their front. No German order dice are put in the order dice bag until the alarm is raised as outlined in the *Stealth* special rule or if a FSSF unit shoots at or assaults a German unit. The Germans still make any rally tests they need to make but that is the only action they can take. As soon as the alarm is raised, all German units on the board receive 2 pin markers and all order dice are put in the order dice bag. The remainder of that turn and those that follow continues with both American and German units activating normally via order dice.

DUG IN

The German panzergrenadiers start the game Dug In.

FOG

See rules on [page 169](#).

FORCES

The Allied player creates a 1,000pt force using the FSSF Reinforced Platoon (La Difensa) selector. The force must include at least one FSSF scout team

The German player creates a 1,000pt force using the Panzergrenadier Reinforced Platoon (Italy, 1943) selector. Panzergrenadier squads (Italy, Late 1943) are the only

infantry squads that may be taken. Also, no armoured cars, tanks, assault guns, self-propelled guns, or transports and tows, with the exception of mule teams, can be taken. Only light field artillery and light flak cannons can be taken as an artillery option.

DEPLOYMENT

The German player deploys first, placing all their units in the German Deployment zone as shown on the map. However, all German units must be facing the defender's edge and be at least 4" apart. Two units may be placed in a concealed earth and wood bunker (see [page 172](#)), which also faces the defender's edge.

Scenario 12: Monte La Difensa



Deploy FSSF scout teams within 4" of the attacker's edge. Half of the remaining units form the first wave; the other half forms the second wave, which comes on during turn two. Units do not take order tests to come on. During turn 1 no order dice are put into the order dice bag. The FSSF goes first and brings on their first wave. Place the units adjacent to the mountain edge and roll for injuries as described in the Difficult Conditions special rule. They may then be given an order. The following turn these units can operate normally. If the alarm has not been sounded, the Germans may rally any pinned down units after all Allied units in the first wave have made it to the top. The second wave, arriving during turn 2, follows the same steps.

**German Army Flakvierling
Anti-aircraft Gun**



GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 10 roll a die: on a result of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn.

VICTORY!

Victory or defeat can be determined in two ways in this scenario: if, at any stage during the game, the Germans have a third or less of their units left, the game ends and the FSSF win the battle (e.g. If the Germans start with 11 units and are down to three units, the game ends). The remaining Germans have either surrendered or escaped across the Mt. La Remetanea saddle. The FSSF can also win at the end of the game if the Germans are confined to within 12" of their table edge. Realising their situation is hopeless, the German units surrender.

If neither of these conditions apply by the end of the game, the Germans win.

Contact! US troops run into a German ambush



THE AFTERMATH

The Germans struggled to get over their initial shock while the FSSF attacked with ruthless aggression, assaulting German positions one by one. Some German positions raised white flags, while others fought to the end. Monte La Difensa was cleared by 0700, but the battle did not end there. The FSSF still needed to take Monte La Remetanea. However, the FSSF needed supplies before they could push on. With the need for supplies and reinforcements and enemy reinforcements massing for a counterattack Frederick postponed the attack on Monte La Remetanea until the morning of 5 December. At 1300 the FSSF made their push up the saddle between the two mountains. They were met with a hail of fire which stalled the attack. The attack resumed on the morning of 6 December and, to the Black Devil's delight, the enemy had retreated. Monte La Remetanea was in their hands. On the same day the 56th Division cleared Mt. Camino while the 36th cleared Mt. Maggiore. By 9 December the Camino Massif was completely cleared of Germans. On 8 December the FSSF

were relieved by the 36th Division, their faces pale and their shoulders hunched from cold and exhaustion: *"they all looked alike ... Their faces were grey, expressionless, and their clothes caked with mud and blood"* stated one Texan from the 36th. The FSSF had taken roughly 25% casualties, almost 500 men, of which 116 were due to exhaustion.

With phase one of Operation *Raincoat* achieved, the 5th Army moved onto phase two. These battles for the high ground to the north of the Mignano gap were undertaken by II Corps, which included Ranger units and the first Italian troops under Allied command, the 1st Italian Motorised Group. The Italians fought bravely for Monte Lungo, which fell after weeks of fighting. This fighting also saw the first use of the newly arrived Moroccan and Algerian troops. The fighting in the mountains over the last few months had been extremely gruelling for the 5th Army but, as they advanced toward Monte Cassino which cast a shadow over the town and valley below, little did they know the worst was yet to come.

ON TO PESCARA

After breaching the Bernhardt Line, the Eighth Army surged forward forcing General (de Panzertruppen) Traugott Herr's LXXVI Panzer Corps to retreat over the Moro river. In order for the 8th army to reach its objective, Pescara, they first had to cross the Moro and take three important locations beyond the river: Ortona, Villa Grande, and Orsogna. The 1st Canadian division was to push onto Ortona while the 8th Indian and the newly arrived 2nd New Zealand Division were to take Villa Grande and Orsogna respectively.

The campaign for Ortona would test the Canadians like never before. After taking over from the 78th, the Canadians crossed the Moro river in three bridgeheads. The 90th Panzergrenadier counterattacked and drove two of the bridgeheads back across the Moro, with only the Hastings and Prince Edward Regiment (known as the Hasty Ps) tenaciously holding their ground. When the 1st Brigade crossed again they were met with a ferocious counterattack almost immediately. The Royal Canadian Regiment held their ground and eventually started pushing forward toward San Leonardo. San Leonardo was taken on 9 December with support from the 1st Canadian Armoured Brigade. The 90th

now retreated to a natural feature, named the 'Gully' by the Canadians, which defended the approaches to Ortona. For 10 days the Germans fended off attack after attack with a stubborn defence. After days of unsuccessful frontal assaults, the Canadians found a weakly defended track on the German's right flank. Exploiting this vulnerability, they were almost able to reach the tactically important farm known as Casa Berardi. However, without sufficient reserves they were unable to exploit this penetration. The delay allowed the German line to be strengthened by the arrival of the 1st Fallschirmjäger Division.

On 14 December, under the brave leadership of a French Canadian Major named Triquet, the French Canadian Royal 22e Regiment were able to take Casa Berardi. The Germans held out at the gully for another 3 days when, on the 18th, Vokes ordered a brilliantly executed three phased combined operation. The Canadians were able to take the tactically important location known as the Cider crossroads which in turned forced a German retreat.

SCENARIO 13: ORTONA

On the night of 20 December, the exhausted 2nd Canadian Brigade spent the night just up the road from their objective: Ortona. Major Jim Stone of the Loyal Edmonton Regiment planned to charge his men, supported by the Three Rivers Tank Regiment, through the town and take it by the following afternoon.

Inside Ortona, Fallschirmjäger pioneers had turned the once beautiful Italian town into a zone of death and destruction. Whole buildings were destroyed to build walls of rubble in the streets, making tanks that crossed them exposed and vulnerable. Rubble was booby trapped to detonate when disturbed, killing anyone attempting to clear the area. The rubble also channelled the enemy into prearranged killing zones covered by mutually supporting machine guns and mortars. Anti-tank guns hid in the rubble, waiting to ambush. Empty buildings where the Canadians might seek cover were rigged to blow.

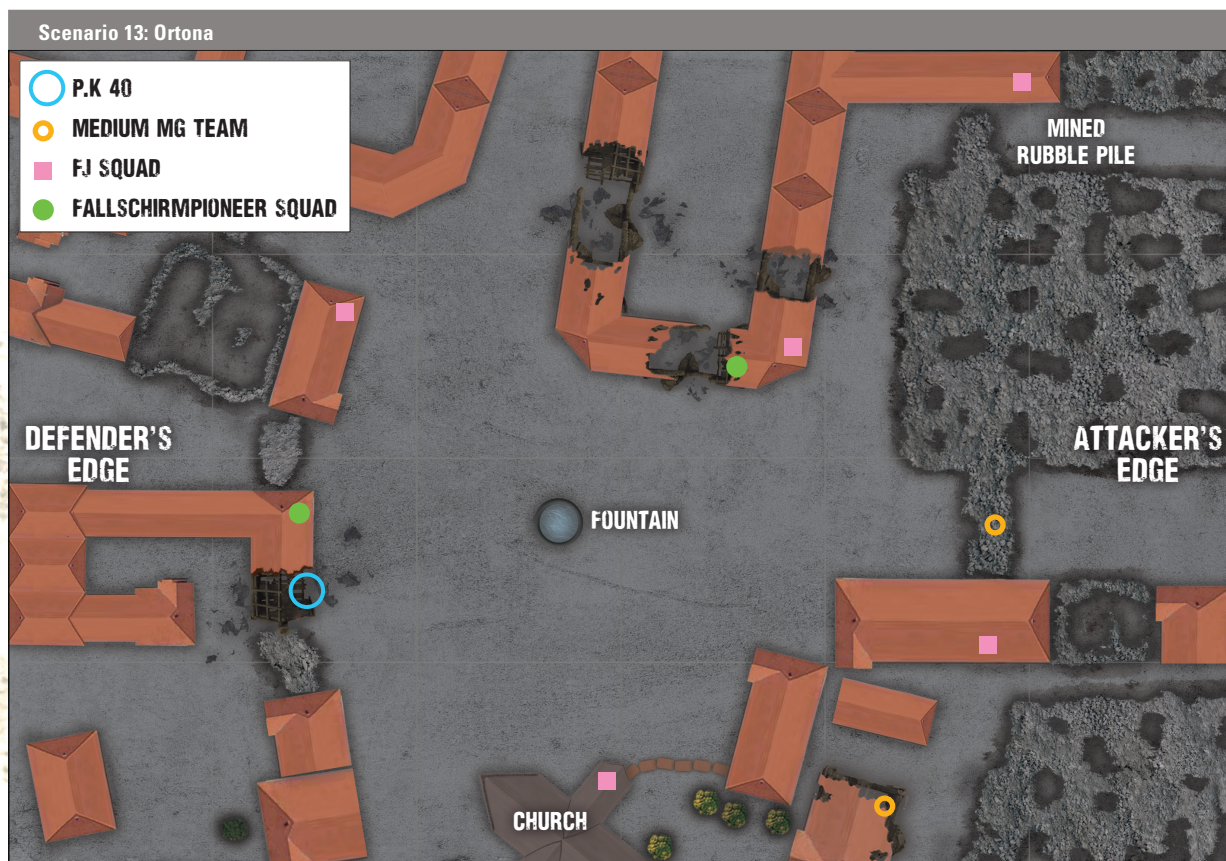
The first few days of the push into Ortona were a shock to the Canadians, who had not been exposed to urban fighting to this degree before. However, the Canadians improvised to counteract the Fallschirmjäger's tactics and the fight for Ortona constantly evolved. One of the most

effective improvised tactics employed by the Canadians was to blast through the walls of connected houses. This allowed the Canadians to advance without exposing themselves in the street and avoid booby trapped doorways and windows on the bottom floor.

The battle reached its climax when the Canadians advanced into the old part of the town, with its wide roads and piazzas. Particularly the *Piazza San Francesco*, which became known as Dead Horse Square from the dead horse killed there early in the battle. Here, German demolitions vaporised a school the Canadians were taking cover in. With Canadian losses reaching the crisis point, the Three Rivers Tank Regiment began using their tanks like assault guns, blasting German strongholds at short range with their 75mm guns. By 28 December the Fallschirmjäger retreated north, leaving the once-beautiful town a gutted, charred ruin.

OBJECTIVE

The Canadians must secure this tactically important square that is the key to northern Ortona. The Fallschirmjäger must hold the piazza for as long as possible in order to delay the Eighth Army.



SET-UP

Set up the board as shown on the map. This scenario is played wholly in a city environment centred on the *Piazza Municipali* (Municipal Square) in the heart of Ortona. Tracked vehicles moving across rubble must roll on the Rubble Table (see Rubble rules, [page 173](#)). The areas of rubble and the rubble piles are impassable to wheeled vehicles.

SPECIAL RULES SEWER MOVEMENT

See rules on [page 174](#).

RUBBLE

See rules on [page 173](#).

RIGGED TO BLOW

Create three identical Rigged to Blow tokens; spare model bases are ideal for this. Mark the underside of one token with an X. This token represents an actual demolition charge, while the others are red herrings. After deployment, the German player places these tokens on three separate empty buildings on the board. The German player can detonate the real Rigged to Blow token after any enemy unit has completed an *Advance* or *Run* order. When the token detonates, all units inside the building are immediately destroyed and the building becomes a ruin. Additionally, any model within 3" of the building, friend or foe, is hit with a +3 penetration modifier. Only individual models within that radius are hit, but their unit suffers D3 pins. Armoured units are hit on their top armour.

DOUBLE BLUFF MINEFIELD

The first time this minefield successfully rolls a hit, roll another die. If the result is a 1 the unit has run into a double bluff minefield. The power of the blast is a HE 4" template with +4 Pen on the unit. Engineer units may reroll the second die.

SOLID STONE BUILDINGS

Buildings placed on the table benefit from the Solid Stone Buildings special rule (see [page 168](#)).

FORCES GERMANS

The Germans have the following force:

- 1 Hauptmann with 1 soldier
- 1 2nd Lt. with 1 soldier.
- 4 6-man Fallschirmjäger squads (Ortona) each with 2 SMG, 2 Assault rifles, 1 rifle, 1 LMG, plus 1 Panzerfaust 30
- 1 6-man Fallschirmpioneer squad (Ortona) with 2 SMGs, 1 Assault rifle, 1 rifle, 1 Flamethrower, and 1 LMG
- 1 6-man Fallschirmpioneer squad (Ortona) with 6 SMGs and demolition charges.

2 Medium Machine Gun teams

1 PaK 40 Medium Anti-tank gun

1 Medium Mortar with spotter

1 Booby trap

Outflankers using sewer movement:

2 Sniper teams

1 6-man Fallschirmjäger squad (Ortona) with 2 SMG, 2 assault rifles, 1 rifle, 1 LMG plus 1 Panzerfaust 30

CANADIANS

The Canadians create a 1,800pt force using the Canadian First Division Reinforced Platoon selector (see [page 152](#)), representing the troops of the Loyal Edmonton Regiment. No Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), PPA jeeps or SAS jeeps as this battle was an all-Canadian affair.

DEPLOYMENT

The Germans place the two medium machine gun teams where the yellow circles are displayed. Place a Fallschirmpioneer squad in each of the two locations marked with a green circle. Place Fallschirmjäger squads in each location marked with a pink square. Place the PaK 40 in the location marked with a blue circle. The German player then places the officers, medium mortar and spotter anywhere on the table. Lastly the German player places their booby trap marker and the three Rigged to Blow markers (see special rules). The rubble pile near the top of the map closest the attacker's edge is a double bluff minefield (see special rules).

The Canadian force is divided into three waves. Make each wave as even as possible in terms of number of units, with any excess joining the first wave. All waves come on from the attacker's edge. The first wave comes on with *Advance* or *Run* orders and does not need to roll an order test to come on the board. The second and third waves arrive in the same way as a first wave. The second wave comes onto the table from turn 2 and the third wave from turn 4. Forward observers, spotters and snipers may not set up on the table before the game, as described on [page 131](#) of the *Bolt Action* rule book.

GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 8 roll a die: on a result of 1, 2, or 3 the game ends; on a roll of 4, 5, or 6 play one more turn.

VICTORY!

Victory in this battle comes down to control of the *Piazza Municipali*, with the fountain at the centre as the objective. The Fallschirmjäger control the fountain at the start of the game and it is up to the Canadians to take it from them.

The Germans do not need to have a unit to be within 3" of the fountain unless a Canadian unit is within 3" to contest it or in order to take it back off the Canadians. Once it is back under Fallschirmjäger control, German units do not need to stay within 3" of the fountain. The Canadians, however, must keep an infantry or artillery unit within 3" of the objective and have no enemy within

3" to control it. Non-transport vehicles may contest the object but may not control it; transport and tow vehicles can do neither. The player that controls the objective at the end of the game wins. If the objective is contested at the end of the game (both armies have a non-transport unit within 3" of the objective), the game is a draw.

THE AFTERMATH

While fighting in Ortona raged, the 1st Canadian Infantry Brigade attempted to outflank the town. Here too the Fallschirmjäger managed to stymie the advance and inflict heavy casualties. In total, the fighting throughout

December had cost the Canadian First Division 2,339 casualties. The Indians and New Zealanders in pursuit of their objectives at Villa Grande and Orsogna also suffered appalling losses for little gain.

American GIs assault a German-held village



TOUGH OLD GUT

The Costly fighting for Ortona, Orsogna and Villa Grande had cost the 8th Army over 6,500 casualties in December alone and they had failed to take Pescara let alone Rome. One of Lieutenant General Bernard Montgomery's last orders in Italy was to call off offensive operations on 30 December. On the same day, he handed over his command to Lieutenant General Oliver Leese and left for England to prepare for Operation *Overlord*. While the Allies had won great early victories attacking the soft underbelly of the Axis, they had yet to take Rome. Italy was knocked out of the war, just as Churchill wanted, but American's disinterest in Churchill's strategy had handicapped operations. The grind the campaign had become only strengthened these notions. Additionally, Italy's topography and climate, the lack of manpower reserves, and Kesselring's able military mind all contributed to making the capture of Rome from the rugged south an insurmountable task.

As the 5th Army continued to battle its way through the Mignano gap and with the 8th Army stalled in front of Pescara in the miserable heavy snow, the description of Italy as a soft underbelly would have seemed absurd to any Allied soldier involved in the fighting. To Mark Clark, the 5th Army's commander, the campaign had been no stroll

in the Italian sunshine. From the moment the 5th Army had landed at Salerno the campaign had been a tough undertaking, leading Clark to years later describe the soft underbelly as a 'tough old gut'. Realising the stalled state of operations on the Winter line General Alexander had already began plans to bypass Kesselring's defenses completely through an ambitious amphibious operation named Operation *Shingle*. Churchill realising *Shingle* could revitalise enthusiasm for the campaign put his full support behind it.

If the Italian campaign wasn't meeting Churchill's expectations, the Americans seemed to be getting what they wanted from it. The limited operations in Italy were definitely drawing German strength away from other fronts and the stalled operations on the Winter Line were going a long way to discredit Churchill's Mediterranean strategy. With plans for a further landing on the southern coast of France (Codenamed *Anvil*) put forward at the Tehran Conference, any hope for the future of Churchill's strategic goals now hung in the balance.



German Marder III Ausf.
M Tank Destroyer

NEW ITALIAN UNITS



INFANTRY

INFANTRY SQUADS AND TEAMS

DIVISIONE COSTIERA SECTION

Locally recruited and mostly of middle age, these men aren't looking to die for Il Duce but rather to get home to their families in one piece. Their poor morale went hand in hand with poor equipment and poor leadership. Unreliable in a fight, they are more likely to run, or throw up their arms with a grin on their face.

Divisione Costiera Sections count as Infantry sections for the purpose of the generic Reinforced Platoon from the

Bolt Action rulebook and *Armies of Italy and the Axis* book, and may be taken as compulsory or extra Infantry sections in the 1943: The Defence of Sicily Theatre Selector. Divisione Costiera Sections can also be taken in the Divisione Costiera (page 131), Gruppo Mobili Carri (page 131), and Fucilieri (page 132) Reinforced Platoons in this volume.

Cost	Inexperienced Infantry 15pts
Composition	NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men with rifles for +3pts each - The NCO may have a Submachinegun for +3pts - One man may be equipped with a Light Machine Gun for +20pts. Another man must be assigned as a loader
Special Rules	- Shirkers - Surrender: Every time a Divisione Costiera squad is hit by enemy fire, the player controlling them must roll a D6. On a roll of 3–6, proceed to determine damage etc. On a roll of 1 or 2, the unit is destroyed and removed from the table. This represents them either surrendering or fleeing the battlefield. When assaulted, the opposing player moves their assaulting unit into base to base contact. The player controlling the Divisione Costiera squad then rolls a D6. Again, the Divisione Costiera squad is destroyed if the roll is a 1 or 2. This rule also applies to preparatory bombardments.

MOTOCICLISTI INFANTRY SECTION

Equipped to keep up with the Mobile and Tactical Groups, the Motociclisti Infantry section will be where it needs to be.

Motociclisti Infantry sections count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook and *Armies of Italy* book; 0–2 sections

can be taken in any of the Theatre Selectors found in *Armies of Italy and the Axis*. Motociclisti Infantry Sections may also be taken in the Gruppo Mobili Carri (page 131), Divisione Costiera (page 131), Fucilieri (page 132), and Gruppo Tattico (page 133) Reinforced Platoons found in this volume.

Cost	75pts (Regular), 90pts (Veteran)
Composition	NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men with rifles for +15pts each (Regular) or +18pts (Veteran) - The NCO may have a Submachinegun for +3pts - Up to two men may be equipped with a Light Machine Gun instead of rifles for +20pts each. Another man must be assigned as a loader for each weapon - The section may be given anti-tank grenades for +2pts per soldier
Special Rules	- Motorbikes - Tank Hunters (if anti-tank grenades are taken)

An Italian column edges through a ruined town



GUASTATORI DESTRUCTION GROUP (ENGINEER DEMOLISHERS)

At the start of Italy's war, the Italian army had no assault engineering units designed to take on enemy fortifications. The performance of pioneer units in the German blitzkrieg demonstrated to the Italians the need for such units, leading to the creation of the Guastatori del Genio which began to train units in late 1940. By early 1941 these specialised assault engineers were fighting in North Africa, and by mid-1942 they were also on the Eastern Front. During the Sicilian campaign the 11th Guastatori Battalion was attached to the 'Livorno' Division, fighting

with the division throughout the campaign.

Guastatori Destruction Groups and Guastatori Support Groups count as Infantry for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook and *Armies of Italy and the Axis* book. 0–2 can be taken as Infantry sections in the following Theatre Selectors in *Armies of Italy and the Axis*: 1940–43: The War in Africa, 1941–43: The Eastern Front, and 1943: The Defence of Sicily selectors. They may also be taken in the Fucilieri Reinforced Platoon (page 132) found in this volume.

Cost	88pts (Regular), 106pts (Veteran)
Composition	NCO and 5 men
Weapons	Carbines (Rifles), Bangalore torpedoes, demolition charges
Options	- Add up to 6 men with carbines for +13pts (Regular) or +16pts (Veterans) each - The NCO may have a pistol in addition to other weapons for +1pt - Two men may be equipped with flamethrowers for +20pts each. Another man becomes an assistant for each flamethrower
Special Rules	- Tank Hunters - Bangalore torpedoes - Demolition charges - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Flamethrower (if taken)

GUASTATORI SUPPORT GROUP

Cost	100pts (Regular), 120pts (Veteran)
Composition	NCO and 5 men
Weapons	Pistols. 1 LMG, another man in the group acts as loader. 1 light mortar, another man acts as loader
Special Rules	- Split Fire: The mortar in this group may fire at a different target from the rest of the squad. - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used.

Italian Army Infantry Squad



X REGGIMENTO ARDITI

The X Arditi were created to fill a similar role as the British Commandos. Those that were recruited not only had to meet high levels of physical and mental toughness, but had to have extensive combat experience. While their success as raiders was mixed, their effectiveness as frontline soldiers cannot be denied.

X Arditi officers count as a Lieutenant, Captain or Major Headquarters unit for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook and *Armies of Italy and the Axis* book. They may also be taken in the X Reggimento Arditi Reinforced Platoon ([page](#)

[134](#)) found in this volume.

X Arditi Sections and X Arditi Saboteur sections count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook and *Armies of Italy and the Axis* book. 0–1 can be taken as Infantry sections in the 1940–43: The War in Africa, and the 1943: The Defence of Sicily selectors from the *Armies of Italy and the Axis* book. X Arditi Saboteur Sections may also be taken in the X Reggimento Arditi Reinforced Platoon ([page 134](#)) found in this volume.

X ARDITI OFFICER

Cost	- Second Lieutenant 68pts (Veteran) - First Lieutenant 93pts (Veteran) - Captain 128pts (Veteran) - Major 168pts (Veteran)
Composition	1 Officer and up to 2 men
Weapons	Pistols, SMGs or carbines (rifles) as depicted on models
Options	- Add up to 2 additional men for +16pts each
Special Rules	- Tough Fighters - Behind Enemy Lines: When Outflanking as described on p. 119 of the Bolt Action rulebook, X Arditi sections ignore the -1 modifier to the order test for coming onto the table. - Bold Leadership: the Poor Officers army special rule does not apply to X Arditi officers. - Forza d'Animo: see army special rules, page 129 .

X ARDITI SECTION

Cost	Veteran Infantry 80pts
Composition	1 NCO and 4 men
Weapons	Carbines (rifles)
Options	- Add up to 5 additional men for +16pts each - Any man in the squad may replace their carbine with a Submachinegun for +2pts each - Any man may be equipped with a pistol in addition to other weapons for +1pt each - One man may replace their carbine for a Light Machine Gun for +20pts. Another man becomes the loader for the weapon - The entire squad may be equipped with anti-tank grenades for +2pts per man
Special Rules	- Tough Fighters - Behind Enemy Lines: see page 81. - Forza d'Animo See army special rules, page 129. - Tank Hunters (if anti-tank grenades are taken)

X ARDITI SABOTEUR SECTION

Cost	Veteran Infantry 100pts
Composition	1 NCO and 4 men
Weapons	Carbines (rifles) and demolition charges
Options	- Add up to 5 additional men for +20pts each - Any man in the squad may replace their carbine with a Submachinegun for +2pts each - One man may replace their carbine with a Light Machine Gun for +20pts. Another man becomes the loader for the weapon
Special Rules	- Tank Hunters - Tough Fighters - Behind Enemy Lines: see page 81. - Demolition Charges - Forza D'Animo: see army special rules, page 129. - Inexperienced Saboteurs: Each enemy unit coming in from Reserve rolls a D6. If the result is 1, 2, or 3 the enemy units coming in from reserve suffers an additional -1 modifier on the order test to come on to the table. (if you have more than one of these rules in your list, this rule is not cumulative, and when all saboteur units are destroyed this special rule no longer applies).



Italian Sahariana Armoured Car

SAHARIANA SPA-VIBERTI AS42

Designed for desert raiding, the Sahariana SPA-AS42 saw service in Tunisia with the X Arditi and in Sicily with the 2nd Battalion, X Arditi, which had a Camionette Sahariane company equipped with the vehicle.

The Sahariana SPA-Viberti AS42 counts as an

Armoured Car for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook and *Armies of Italy* and the *Axis* book. It may also be taken in the X Reggimento Arditi Reinforced Platoon (page 134) found in this volume.

Cost	78pts (Veteran)
Weapons	2 pintle mounted MMGs (one covering the front and right arcs, the other covering the rear and left arcs)
Damage Value	6+ (soft skin)
Options	- Upgrade one of the pintle-mounted MMGs to a pintle-mounted twin MMG for +10pts - Add one of the following: - an HMG on a rotating platform with a 360-degree arc of fire for +25pts - a Solothurn anti-tank rifle on a rotating platform with a 360-degree arc for +20pts - a light automatic cannon on a rotating platform with a 360-degree arc of fire for +30pts - a light anti-tank gun on a rotating platform with a 360-degree arc of fire for +50pts
Special Rules	- Flak (machine guns and autocannon only) - Recce (dual direction steering) - Off-road Specialists: The AS42 was an exceptional all-terrain vehicle that allowed its drivers to negotiate extremely difficult terrain. An AS42 may advance through rough ground at a rate of 9", with a single 90-degree turn.

Italians erupt from the ruins as US forces advance



CARABINIERI

CARABINIERI SECTION

Though trained and equipped for combat in the front line, the Carabinieri's primary role was as military policemen. Mobile battalions were also used for reconnaissance and liaison. As they have since their creation in 1814, they also sometimes functioned as civil police, blurring the lines of their military and civil roles.

Carabinieri Sections count as Infantry for the purpose

of the generic Reinforced Platoon from the *Bolt Action rulebook* and *Armies of Italy and the Axis* book. 0–1 Carabinieri section can be selected as an Infantry section option for any of the Theatre Selectors found in the *Armies of Italy and the Axis* book and many of the reinforced platoons found in this book.

Cost	45pts (Inexperienced), 60pts (Regular), 75pts (Veteran)
Composition	NCO and 4 men
Weapons	Carbines (rifles)
Options	- Add up to 6 additional men with carbines for 9pts (Inexperienced), +12pts each (Regular), or +15pts each (Veteran) - The NCO and up to 2 men may have Submachineguns instead of rifles for +3pts each - One soldier maybe equipped with a Light Machine Gun instead of a rifle for +20pts. Another man must be assigned as a loader - Any member of the squad may be armed with a pistol in addition to other weapons for +1pt each - The squad may be given anti-tank grenades for +2pts per soldier - The squad may be mounted on motorbikes for +5pts per soldier
Special Rules	- Traffic Direction: If an Italian force has a Carabinieri section in reserve, it does not suffer the -1 penalty for attempting to bring vehicles onto the table. - 'Get Back In the Fight!': If any Italian unit fails an attempt to rally it can immediately roll a second attempt if within 6" of the Carabinieri section. - Motorbikes (if taken) - Tank Hunters (if anti-tank grenades are taken)

An Italian patrol in a shattered town



NEW GERMAN UNITS



INFANTRY

INFANTRY SQUADS AND TEAMS

HEER GRENADIER SQUAD (ITALY, 1943)

The Heer Grenadier squads that began to arrive on the front line in November were generally untested units. In the last two months of 1943 the green 94th, 305th and 65th infantry divisions had been blooded in the savage fighting, while the reconstituted 44th (the original division was destroyed at Stalingrad) was also thrown into the intense winter struggle.

Heer Grenadier squads (Italy, 1943) count as Infantry

squads for the purpose of the Generic Reinforced Platoon selector from the *Bolt Action* rulebook and *Armies of Germany* book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book in lieu of standard Heer Grenadier squads. They are also an Infantry option in the Panzergrenadier (Italy, 1943) (page 141) and Grenadier (Italy, 1943) (page 143) Reinforced Platoons found in this supplement.

Cost	35pts (Inexperienced), 50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +7pts (Inexperienced) or +10pts (Regular) each - The NCO and 1 other man may be equipped with Submachineguns instead of rifles at 3pts each - 1 man may be equipped with a Light Machine Gun for +20pts. Another man in the squad becomes the loader - Equip the squad with anti-tank grenades for +2pts per man
Special Rules	- Tank Hunters (if anti-tank grenades are taken)

PANZERGRENADIER SQUAD (SICILY AND SALERNO)

Through the Sicilian and Italian campaigns the mainstay of the German army were the veteran panzergrenadiers of the panzer and panzergrenadier divisions. At Salerno and Termoli the panzergrenadiers got the opportunity to demonstrate their deadly skill, routing and virtually destroying several Allied battalions in the fighting.

Panzergrenadier squads (Sicily and Salerno), count as Infantry squads for the purpose of the generic Reinforced Platoon selector from the *Bolt Action* rulebook and *Armies*

of Germany book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. Panzergrenadier squads (Sicily and Salerno) are also an Infantry option in the Panzergrenadier (Sicily) (page 136), Kampfgruppe Doering (16th Panzer) (page 139), Kampfgruppe Stempel (16th Panzer) (page 140), Kampfgruppe Ulich (29th PGD) (page 141), and the Panzergrenadier (Italy, 1943) Reinforced Platoons found in this book.

Cost	Veteran Infantry 65pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +13pts each - The NCO and 2 other men may be equipped with Submachineguns instead of rifles at +3pts each - 2 men may be equipped with LMGs for +20pts. For each LMG included another man in the squad becomes the loader - Equip the squad with anti-tank grenades for +2pts per man
Special Rules	- Tank Hunters (if anti-tank grenades are taken) - Motorised Infantry: Panzergrenadier squads (Sicily and Salerno) can re-roll any failed order test that is required to mount or dismount a transport vehicle.

PANZERGRENADIER SQUAD (ITALY, LATE 1943)

By the last months of 1943 the panzerfaust 30, a new devastatingly effective anti-tank weapon, began to arrive at the front line in time to resist as the Allies push on the Winter line.

Panzergrenadier squads (Italy, Late 1943) count as Infantry squads for the purpose of the generic Reinforced Platoon selector from the *Bolt Action* rulebook and *Armies*

of Germany book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. Panzergrenadier squads (Italy, Late 1943) are also an Infantry option in the Panzergrenadier (Italy, 1943) (page 141), Fallschirmjäger (Italy, 1943) (page 142), and Grenadier (Italy, 1943) Reinforced Platoons found in this book.

Cost	Veteran Infantry 65pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +13pts each - The NCO and 2 other men may be equipped with Submachineguns instead of rifles at +3pts each - 2 men may be equipped with LMGs for +20pts. For each LMG included another man in the squad becomes the loader - Equip the squad with anti-tank grenades for +2pts per man - Up to two men may be equipped with panzerfaust 30s for +3pts each
Special Rules	- Panzerfaust 30: The panzerfaust 30 ant-tank projector was one of the first production models of the weapon. It had an extremely short range of only 30m. The panzerfaust 30 has the same stats and rules as the standard panzerfaust except that its range is reduced to 6". - Tank Hunters (if anti-tank grenades or panzerfaust 30s are taken) - Motorised Infantry: Panzergrenadier squads (Sicily and Salerno) can re-roll any failed order test that is required to mount or dismount a transport vehicle.

FESTUNG SQUAD

The title Festung Battalion had been used to describe various types of units throughout the course of the war. In the context of the Sicilian and Italian campaigns they were usually poor quality troops put together from men of various units and circumstances. Generally, they were unmotivated but performance varied.

Festung squads count as Infantry squads for the purpose of the Generic Reinforced Platoon selector from the *Bolt*

Action rulebook and *Armies of Germany* book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. Festung squads are also an Infantry option in the Kampfgruppe Schmalz (page 136), Panzergrenadier (Sicily) (page 136), and Hermann Göring Division (Sicily and Salerno) (page 137) Reinforced Platoons found in this book.

Cost	35pts (Inexperienced), 50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 4 additional men at +7pts (Inexperienced) or +10pts each (Regular) - The NCO and one other man may be equipped with submachine guns instead of rifles for +3pts each - One man in the squad may be equipped with a Light Machine Gun for +20pts each. Another man in the squad becomes the loader - May be equipped with anti-tank grenades for +2pts per man - May be shirkers for -3pts per man
Special Rules	- Shirkers (if taken) - Tank Hunters (if anti-tank grenades are taken)

FELDERSATZ SQUAD (TRAINING SQUAD)

Feldersatz units were fresh from basic training. They weren't generally used in the front line, but as the war progressed they were sent there by necessity. By the end of 1943 many of the divisions serving on the Italian front had Feldersatz battalions attached to them.

The Feldersatz squad counts as an Infantry squad for the purposes of the generic Reinforced Platoon selector

found in the *Bolt Action* rulebook and the *Armies of Germany* book. It is also an infantry squad for any Theatre Selector in the *Armies of Germany* book that can have Heer Grenadier squads. Feldersatz squads are also an Infantry option in the Panzergrenadier (Sicily) (page 136), Panzergrenadier (Italy, 1943) (page 141), and Grenadier (Italy, 1943) Reinforced Platoons found in this book.

Cost	Inexperienced Infantry 35pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +7pts each - The NCO and one other man may have submachine guns instead of rifles for +3pts each - One man can be equipped with a Light Machine Gun for +20pts, another man becomes the loader - May be equipped with anti-tank grenades for +2pts per man
Special Rules	- Green - Tank Hunters (if anti-tank grenades are taken)

HERMANN GÖRING DIVISION PANZERGRENADIER SQUAD (SICILY, 10–12 JULY)

The Hermann Göring Division (HGD) was far from living up to its elite status as a 'crack' unit at the start of the Sicilian campaign. Unprepared, many men underperformed or simply cracked in the first vital days of the campaign. The exception were the troops of Kampfgruppe Schmalz, who were better prepared for frontline combat.

The HGD Panzergrenadier squad (Sicily, 10–12 July) counts as an Infantry squad for the purposes of the generic

Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. HGD Panzergrenadier squads (Sicily 10–12 July) are also an Infantry option in the Kampfgruppe West HGD (page 134) and Kampfgruppe East HGD (page 135) Reinforced Platoons found in this supplement.

Cost	Regular Infantry 45pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +9pts each - The NCO and one other man may be equipped with submachine gun instead of rifles for +3pts each - Up to 2 men can be equipped with LMGs for +20pts each. For each LMG included another man in the squad becomes the loader - May be equipped with anti-tank grenades for +2pts per man
Special Rules	- Unprepared: Having lost the vast majority of its best troops and battle-hardened veterans in Tunisia, the Hermann Goering division was still in the process of reforming, training, and recouping their losses when they were transferred to help defend the all-important Eastern sector of Sicily. Similar to the Green special rule, when the unit first takes a casualty roll a D6. On a roll of a 1 or 2, the unit becomes Inexperienced, on a roll of 3, 4 or 5 the unit remains Regular. On a roll of 6 the unit has a number of battle-hardened Tunisian campaign survivors that bolster the unit; it becomes Veteran. - Tank Hunters (if anti-tank grenades are taken) - Motorised infantry: HGD Panzergrenadier squads can re-roll any failed order test that is required to mount or dismount a transport vehicle.

HERMANN GÖRING DIVISION PANZERGRENADIER SQUAD (SICILY AND SALERNO)

After July 13th the Division's commanding officer, Paul Conrath sacked those commanders he felt responsible for the failures thus far in the campaign and set about restoring the unit's morale and prestige. Strict measures were also put in place to stop withdrawals without orders. The performance of the unit improved considerably by the end of the campaign. The HGD successfully fought effective rear-guards against the Canadians and successfully resisted British 13th Corps on the Catania line. The Division also had the honour of being the last German troops to evacuate the island.

During the Salerno campaign the division fought hard against Commandos, Rangers and regular troops. They in

particular gained the respect of the commandos that fought against them.

The HGD Panzergrenadier squad (Sicily and Salerno) counts as an Infantry squad for the purposes of the generic Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. HGD Panzergrenadier squads (Sicily and Salerno) are also an Infantry option in the Kampfgruppe Schmalz (page 136) and Hermann Göring Division (Sicily and Salerno) (page 137) Reinforced Platoons found in this volume.

Cost	50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +10pts (Regular) or +13pts (Veteran) each - The NCO and one other man may have submachine guns instead of rifles for +3pts each - Up to 2 men can be equipped with LMGs for +20pts each. For each LMG included -another man in the squad becomes the loader - May be equipped with anti-tank grenades for +2pts per man
Special Rules	- Tank Hunters (if anti-tank grenades are taken) - Motorised infantry: HGD Panzergrenadier squads can re-roll any failed order test that is required to mount or dismount a transport vehicle.

ARTILLERY

ANTI-TANK GUNS

88MM RACKTENWERFER 43 PUPPCHEN

The *Racktenwerfer* 43 (Rocket projector 43) fires a similar 88mm rocket as the later panzerschreck, but was much heavier and a lot less portable. The puppchen's main advantage over the panzerschreck and panzerfaust was its longer range and it was still in use long after production ceased. The weapon was supposed to replace the infantry companies anti-tank rifles but the advent of the American bazooka in late 1942 changed everything. 3000 were built.

The 88mm Racktenwerfer 43 Puppchen counts as an

anti-tank gun for the purposes of the generic Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. The 88mm Racktenwerfer 43 Puppchen also counts as an anti-tank gun for the purpose of the following Theatre Selectors of the *Armies of Germany* book: 1942–43 – Rommel's Defeat, 1943 – Operation Citadel, 1944 – Defence of the East, 1943–44 – Defence of Italy, 1944 – Normandy

Cost	75pts (Regular), 99pts (Veteran)
Team	2 men
Weapons	1 rocket launcher on a wheeled artillery carriage. Treat as an artillery unit with the weapon stats of a Panzerschreck (+6 penetration) with a range of 30"
Special Rules	- Team Weapon - Fixed - Gun shield - Shaped Charge

VEHICLES

ASSAULT GUNS

STUG M41 MIT 75/18 850(I)

STUG M42 MIT 75/34 851(I)

With the disarmament of the Royal Italian Army, a bounty of Italian equipment fell into German hands including the tried and true Semovente assault guns, which were rechristened with German designations and given to several German divisions. They would continue to be produced in Italian factories to the end of the war.

The StuG M41, M42, and M43s count as Assault guns for the purposes of the generic Reinforced Platoon selector

found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. StuG M41, M42 and M43s are also an Assault gun option in the Panzergrenadier (Italy, 1943) (page 141) and the Grenadier (Italy, 1943) (page 143) Reinforced Platoons found in this book.

Cost	136pts (Inexperienced), 170pts (Regular), 204pts (Veteran)
Weapons	1 forward-facing, hull-mounted medium anti-tank gun
Damage Value	9+ (medium tank)
Options	- Add an additional forward-facing pintle-mounted MMG for +15pts
Special Rules	- HE: The template for the medium anti-tank tank is HE 2" rather than the normal HE 1" for a medium anti-tank gun. - Vulnerable: Due to its riveted construction, all shots on the side and rear of the vehicle get an additional +1 penetration modifier (i.e., +2 penetration for side hits and +3 for rear hits).

STUG M43(I) (105/25)

The StuG M43 105/25 was the repackaged Ansaldo 105/25 M43, packing a mighty 105mm gun and protected by 75mm of front armour. Only a handful had been built

prior to Italy's surrender, but the Germans continued its production, building a further 91 by the close of hostilities.

Cost	240pts (Inexperienced), 300pts (Regular), 360pts (Veteran)
Weapons	1 forward-facing, hull-mounted super heavy anti-tank gun
Damage Value	9+ (medium tank)
Options	- Add an additional forward-facing pintle-mounted MMG for +15pts

THE FALLSCHIRMJÄGER IN ITALY, 1943

The Fallschirmjäger had a training regime that encouraged fortitude, comradeship, outstanding élan, and initiative. They had seized the Belgian Fort Eben Emael in 1940,

taken Crete, and in Italy they gained the respect of both their own people and their enemies alike.

FALLSCHIRMJÄGER OFFICER

Fallschirmjäger officers count as officers for the purposes of the generic Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, they may be taken in any Theatre Selector that has Fallschirmjäger squads (Early War) or Fallschirmjäger

squads (Late-war) as a compulsory infantry option in the in the *Armies of Germany* book. In this supplement Fallschirmjäger Officers are an officer option in any Reinforced Platoon that have compulsory Fallschirmjäger infantry squads.

Cost	- Second Lieutenant 75pts (Veteran) - First Lieutenant 100pts (Veteran) - Captain 135pts (veteran) - Major 175pts (Veteran)	
Composition	1 Officer and up to 2 soldiers	
Weapons	Pistols, SMGs, assault rifles as depicted on models	
Options	- Add up to 2 men to accompany the officer for +14pts each	
Special Rules	- Stubborn - NCO apprenticeship: Because of the relationships formed with their men through their mandatory NCO apprenticeship, Fallschirmjäger officers have a close relationship and a strong bond of trust with the men they command. Fallschirmjäger officers give a further +1 command bonus to Fallschirmjäger units (i.e., units with Fallschirmjäger or Fallchirmpioneer in their title) when they are making order tests (i.e., 2nd lieutenants give a +2 bonus for order tests, 1st Lieutenants give 3+, etc.).	

FALLSCHIRMJÄGER SQUAD (SICILY AND SALERNO)

The Fallschirmjäger's resistance at Primosole Bridge and on the Catania Line changed the course of the battle for Sicily. At Salerno, though their presence was smaller, they nonetheless made their mark.

The Fallschirmjäger squad (Sicily and Salerno) counts as an Infantry squad for the purposes of the generic Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, they may be taken in the 1943–44 – Defence of Italy

selector in the *Armies of Germany* book. Fallschirmjäger squads (Sicily and Salerno) are also an Infantry option in the Kampfgruppe Schmalz (page 135), Fallschirmjäger (Primosole Bridge) (page 136), Hermann Göring Division (Sicily and Salerno) (page 137), Kampfgruppe Doering (16th Panzer) (page 139), Kampfgruppe Stempel (16th Panzer) (page 140), Kampfgruppe Ulrich (29th PGD) (page 141), and Panzergrenadier (Italy, 1943) (page 141) Reinforced Platoons found in this volume.

Cost	Veteran Infantry 90pts
Composition	1 NCO and 5 men
Weapons	Rifles and pistols
Options	- Add up to 6 additional men at +15pts each (Veteran) - The NCO and any man may have a Submachinegun instead of a rifle for +2pts each - Up to 2 men can be equipped with LMGs for +20pts each. For each LMG another man in the squad becomes the loader - May be equipped with anti-tank grenades for +2pts per man
Special Rules	- Stubborn - Tank Hunters (if anti-tank grenades are taken)

FALLSCHIRMJÄGER SQUAD (ITALY, 1943)

The Fallschirmjäger's skilful fighting retreat in the Italian campaign delayed and frustrated the Eighth Army. The Fallschirmjäger Lehr Battalion were issued with the FG42 assault rifle in preparation for the rescue of Mussolini on top of the San Grasso plateau. By the end of 1943 they were distributed throughout the 1st Fallschirmjäger Division.

The Fallschirmjäger squad (Italy, 1943) counts as an

Infantry squad for the purposes of the generic Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. Fallschirmjäger squads (Italy, 1943) are also an Infantry option in the Panzergrenadier (Italy, 1943) (page 141) and Fallschirmjäger (Italy, 1943) (page 142) Reinforced Platoons found in this book.

Cost	Veteran Infantry 90pts
Composition	1 NCO and 5 men
Weapons	Rifles and pistols
Options	- Add up to 6 additional men at +15pts each - The NCO and one other man may have assault rifles instead of rifles for +4pts each - The NCO and up to 5 men in the squad may have Submachineguns instead of rifles for +2pts each - Up to 2 men can be equipped with LMGs for +20pts each. For each LMG another man in the squad becomes the loader - May be equipped with anti-tank grenades for +2pts per man - May be equipped with motorcycles for +5pts per man
Special Rules	- Stubborn - Motorbikes (if taken) - Tank Hunters (if anti-tank grenades)

FALLSCHIRMJÄGER SQUAD (ORTONA)

The tactics employed by the 1st Fallschirmjäger Division in the city of the Ortona made the British rethink its whole approach to fighting in urban areas. The fighting at Ortona also saw the Fallschirmjäger's first use of the short-range panzerfaust weapon, which they deployed to deadly effect.

Fallschirmjäger squads (Ortona) count as Infantry

squads for the purposes of the generic Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. Fallschirmjäger squads (Ortona) are also an Infantry option in the Fallschirmjäger (Italy, 1943) (page 142) Reinforced Platoon found in this book.

Cost	Veteran Infantry 90pts
Composition	1 NCO and 5 men
Weapons	Rifles and pistols
Options	- Add up to 6 additional soldiers at +15pts each - The NCO and one other man may have assault rifles instead of rifles for +4pts each - The NCO and up to 5 men in the squad may have Submachineguns instead of rifles for +2pts each - Up to 2 men can be equipped with LMGs for +20pts each. For each LMG another man in the squad becomes the loader - May be equipped with anti-tank grenades for +2pts per man - Up to two men may be equipped with panzerfaust 30s for +3pts each
Special Rules	- Stubborn - Panzerfaust 30: The panzerfaust 30 ant-tank projector was one of the first production models of the weapon. It had an extremely short range of only 30m. The panzerfaust 30 has the same stats and rules as the standard panzerfaust except that its range is reduced to 6". - Tank Hunters (if anti-tank grenades or panzerfaust 30s are taken)

FALLSCHIRMJÄGER REAR ECHELON SQUAD

The rear echelon troops that were thrown into the line at Primosole had the same esprit de corps as other Fallschirmjäger; all they lacked was the front-line experience of their infantry peers.

Fallschirmjäger Rear Echelon squads count as Infantry squads for the purposes of the generic Reinforced Platoon

selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, they may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. Fallschirmjäger Rear Echelon squads are also an Infantry option in the Fallschirmjäger (Primosole Bridge) (page 136) Reinforced Platoon found in this book.

Cost	Regular Infantry 66pts
Composition	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 6 additional soldiers at +11pts each - The NCO and up to 2 men may be equipped with submachine guns instead of rifles for +3pts each - Up to 1 man can be equipped with a Light Machine Gun for +20pts each. Another man becomes the loader - Have the squad equipped with anti-tank grenades for +2pts per man
Special Rules	- Stubborn - Tank Hunters (if anti-tank grenades are taken)

THE FALLSCHIRMPIONEER

The Fallschirmpioneers proved integral to the war effort, from their iconic glider-borne assaults of the early war period to their brilliant implementation of demolitions and booby traps in defence. The role of the pioneers in the battle for Primosole Bridge was pivotal to holding up the British for three vital days.

The Fallschirmpioneer squad (Sicily and Salerno) counts as an Infantry squad for the purposes of the generic Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, 0–2 may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. Fallschirmpioneer squads (Sicily and Salerno) are an

Infantry option in the Fallschirmjäger (Primosole Bridge) (page 136), and Hermann Göring Division (Sicily and Salerno) (page 137) Reinforced Platoons found in this volume.

Fallschirmpioneer squads (Italy, 1943) and Fallschirmpioneer squads (Ortona) count as Infantry squads for the purposes of the generic Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of Germany* book. In addition, 0–2 may be taken in the 1943–44 – Defence of Italy selector in the *Armies of Germany* book. They are an Infantry option in the Fallschirmjäger (Italy, 1943) (page 142) Reinforced Platoons found in this volume.

FALLSCHIRMPIONEER SQUAD (SICILY AND SALERNO)

Cost	Veteran Infantry 84pts
Composition	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 6 additional men at +14pts each - The NCO and up to 5 men may have Submachine guns instead of rifles for +3pts each - 1 man may be equipped with a Light Machine Gun for +20pts. Another man becomes the loader - Any man may be equipped with a pistol for +1pt each - 1 man may be equipped with a flamethrower for +20pts. Another man is assigned as assistant - May be equipped with demolition charges for +3pts per man - May be equipped with anti-tanks grenades for +2pts per man - May be equipped with Bangalore torpedoes for +10pts
Special Rules	- Stubborn - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Demolition charges (if taken) - Bangalore torpedoes (if taken) - Tank Hunters (if anti-tank grenades are taken)

FALLSCHIRMPIONEER SQUAD (ITALY, 1943)

Cost	Veteran Infantry 84pts
Composition	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 6 additional men at +14pts each - The NCO and up to 5 men may have Submachine guns instead of rifles for +3pts each - The NCO and one other man may have assault rifles instead of rifles for +5pts each - 1 man may be equipped with a Light Machine Gun for +20pts. Another man becomes the loader - Any man may be equipped with a pistol for +1pt each - 1 man may be equipped with a flamethrower for +20pts. Another man is assigned as assistant - May be equipped with demolition charges for +3pts per man - May be equipped with anti-tanks grenades for +2pts per man - May be equipped with Bangalore torpedoes for +10pts
Special Rules	- Stubborn - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Demolition charges (if taken) - Bangalore torpedoes (if taken) - Tank Hunters (if anti-tank grenades are taken)

FALLSCHIRMPIONEER SQUAD (ORTONA)

Cost	Veteran Infantry 84pts
Composition	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 6 additional men at +14pts each - The NCO and up to 5 men may have Submachine guns instead of rifles for +3pts each - The NCO and one other man may have assault rifles instead of rifles for +5pts each - 1 man may be equipped with a Light Machine Gun for +20pts. Another man becomes the loader - Any man may be equipped with a pistol for +1pt each - Up to two men may be equipped with panzerfaust 30s for +3pts each - 1 man may be equipped with a flamethrower for +20pts. Another man is assigned as assistant - May be equipped with demolition charges for +3pts per man - May be equipped with anti-tanks grenades for +2pts per man - May be equipped with Bangalore torpedoes for +10pts
Special Rules	- Stubborn - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Bangalore torpedoes (if taken) - Demolition charges (if taken) - Panzerfaust 30 (if taken): Panzerfaust 30 ant-tank projectiles are one of the first production models of the weapon. It had an extremely short range of 30m. The panzerfaust 30 has the same stats and rules as the standard panzerfaust with the exception that its range is reduced to 6". - Tank Hunters (if anti-tank grenades or panzerfaust 30s are taken)

NEW BRITISH AND COMMONWEALTH UNITS



INFANTRY

HEADQUARTERS UNITS

HIGHLAND OFFICER

For hundreds of years Scottish highlanders went into battle to the sound of bagpipes. However, the casualty rate of bagpipers in the First World War was so appalling that the playing of pipes in a battle was forbidden. During the Second World War the ban was ignored on many occasions, most famously by the 51st Highland Division at the battle of El Alamein, and by Lord Lovat on D-Day.

Highland officers count as a Lieutenant, Captain, or Major Headquarters unit for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain*

book. Highland Officers are an officer choice in the following Theatre Selectors from the *Armies of Great Britain* book: 1940 – Fall of France, 1940–41 – East Africa, 1942 – Operation *Lightfoot*, 1942–43 – Tunisia, 1942 – Fall of Singapore, 1942–45 – Burma, 1944 – Monte Cassino, 1944 – Normandy, and 1945 – Into the Reich. Highland officers may also be taken as an officer selection in the Eighth Army (Sicily) (page 146), Termoli Assault Force (page 150) and Eighth Army (Italy, 1943) (page 153) reinforced platoons found in this supplement.

Cost	- Second Lieutenant 65pts (Veteran) - First Lieutenant 90pts (Veteran) - Captain 125pts (Veteran) - Major 165pts (Veteran)
Composition	1 Officer and up to 2 men and 1 bagpiper
Weapons	Pistols, Submachineguns or rifles, as depicted on models
Options	- Add up to 2 additional men for +13pts each - Add bagpiper for +33pts
Special Rules	- Bagpiper: The bagpiper effectively makes the platoon a Highland platoon. As long as the bagpiper is alive, Regular and Veteran Infantry sections in this platoon may reroll failed morale checks. FUBAR rolls cannot be rerolled.

INFANTRY SQUADS AND TEAMS

ROYAL ENGINEERS SECTION

The corps of Royal Engineers had their work cut out for them during the Italian campaign. The Germans' liberal use of mines and booby traps throughout the campaign led to the Royal Engineers in Italy being masters of detecting and defusing them, having seen every trick in the book.

Royal Engineers sections count as Infantry sections for

the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook or *Armies of Great Britain* book. A maximum of 0–2 may be taken in any of the Theatre Selectors found in the *Armies of Great Britain* book, with the exception of the 1940–44 Raiders, 1940–43 – Behind Enemy Lines, and 1944 – Market Garden selectors.

Cost	50pts (Regular), 65pts (Veteran)
Composition	NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 men with rifles for +10pts (Regular) or +13pts (Veteran) each - One man may be equipped with flamethrower for +20pts. Another man becomes an assistant - One man may be equipped with a Light machine gun for +20pts, another man becomes the loader - Equip section with Anti-tank grenades for +2pts per man - Equip the section with Bangalore torpedoes for +10pts - Equip the section with Demolition Charges for +3pts per man
Special Rules	- Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Mine Clearing Experts: The squad is equipped with mine clearance equipment (see Minefield rules, page 170). - Flamethrower (if taken) - Tank Hunters (if demolition charges or anti-tank grenades are taken) - Bangalore torpedoes (if taken) - Demolition charges (if taken)



RECCE CORPS ASSAULT TROOP SECTION (MID-WAR)

In 1941 the Reconnaissance Corps was established, and with it a new branch of infantry; the Reconnaissance Corps Assault Troops. A greater number of NCOs were recruited, and every soldier received extensive training. Many of the reconnaissance units fought in the Sicilian and Italian campaigns, such as the 56th Recce regiment which fought in Sicily and Italy, and the 44th and 46th which landed at Salerno.

Recce Corps Assault Troop Sections count as Infantry sections for the purpose of the generic Reinforced Platoon selector from the *Bolt Action* rulebook or *Armies of Great*

Britain book. Recce Corps Assault Troop sections are 0-2 Infantry section choices for the following Theatre Selectors from the *Armies of Great Britain* book: 1942 – Operation *Lightfoot*, 1942–43 – Tunisia, 1942–45 – Burma, and 1944 – Monte Cassino. They may also be taken in the Eighth Army (Sicily) (page 146), X Corps (page 148), A Force (page 150), Termoli Assault Force (page 150), Chavasse Force (page 151), 8th Indian Division (page 152), and Eighth Army (Italy, 1943) (page 153) reinforced platoons found in this volume.

Cost	60pts (Regular), 75pts (Veteran)
Composition	2 NCOs and 3 men
Weapons	Rifles
Options	- Add up to 3 additional men with rifles for +12pts (Regular) or +15pts (Veteran) each - The NCO may be equipped with a Submachinegun for +3 pts - Two men may be equipped with a Light Machine Gun for +20pts. Another man in the section is assigned as loader for each weapon - Equip section with Anti-tank grenades for +2pts per man
Special Rules	- High Level Aptitude and Training: Assault troop sections ignore 1 pin when taking order tests. They still take the test if they only have 1 pin, at their basic morale level. - Mechanized: The Recce Corps Assault Troop Section must always be taken with 15cwt Trucks, M3 White Scout Cars, or M5 Half-tracks. - More NCOs: If one NCO is killed, the other NCO takes over with no penalty to order and morale tests. - Recon Troops: the unit will spot hidden enemy units at 18" rather than the normal 12". - Tank Hunters (if anti-tank grenades are taken)

IRISH INFANTRY SECTION

Irish Regiments were all volunteer units with high clan and the love of a good fight. the 'fightin' Irish' demonstrated their marshal prowess in many battles in the Sicilian and Italian campaigns. There were several Irish battalions in the Eighth Army's ranks: the 78th Infantry Division had the 38th 'Irish Brigade' with the 6th Royal Inniskilling Fusiliers, 2nd London Irish, and the 1st Royal Irish Fusiliers, while the 5th Infantry Division had the 2nd

Inniskilling Fusiliers.

Irish Infantry Sections count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. Irish Infantry Sections are Infantry section choices in the following Theatre Selectors from the *Armies of Great Britain* supplement: 1940 – Fall of France, 1942 – Tunisia, 1944-Monte Cassino, and 1942–45 – Burma.

Cost	50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +10pts (Regular) or +13pts (Veteran) each - The NCO and another man may have a submachine gun for +3pts - One soldier may have a light machine gun for +20pts. Another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model - Give the section Tough Fighters for +1pt per man
Special Rules	- 'Faugh a Ballagh!' (see page 144) - Tank Hunters (if anti-tank grenades taken) - Tough Fighters (if taken)

It's a dog's life at this British First Aid post



GUARDS

The Guards regiments were the most prestigious units in the British army. During the Second World War they fought in the majority of campaigns involving British troops in the European and Mediterranean theatres. From Norway and France in 1940, to Libya and Tunisia in North Africa, Italy, and North West Europe the Guards were always in the front lines, disciplined and steady under fire.

Guards Infantry Sections (Early War) count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook and the *Armies of Great Britain* book. They are an Infantry choice for the following Theatre Selectors in the *Armies of Great Britain* book:

1940 – Fall of France, 1940 – Dad’s Army, and 1940–41 – Operation Compass.

Guards Infantry Sections (Mid/Late-war) count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook and the *Armies of Great Britain* book. They are an Infantry choice for the following Theatre Selectors in the *Armies of Great Britain* book: 1943–43 – Tunisia, 1944 – Monte Cassino, 1944 – Normandy, 1944 – Market Garden, and 1945 – Into the Reich. Guards Infantry Sections (Mid/Late-war) may be taken in the 201st Guards (page 147) and X Corps (page 150) reinforced platoons found in this volume.

GUARDS INFANTRY SECTION (EARLY WAR)

Cost	50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +10pts (Regular) or +13pts (Veteran) each - One soldier may have a light machine gun for +20pts. Another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Discipline (see page 144) - Tank Hunters (if anti-tank grenades are taken)

GUARDS INFANTRY SECTION (MID/LATE-WAR)

Cost	50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +10pts (Regular) or +13pts (Veteran) each - The NCO and another man may have a submachine gun for +3pts - Up to two soldiers may be equipped with a light machine gun for +20pts. Another man becomes the loader for each weapon - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Discipline (see page 144) - Tank Hunters (if anti-tank grenades are taken)

INDIAN INFANTRY SECTION (ITALY, 1943)

The Indian soldiers of the 8th Indian Infantry Division came mostly from the martial cultures of northern India with a tradition of honour and a motivation for professionalism. Coming from the mountainous regions of North West India, the Indian soldiers of the 8th Division are well-suited to the terrain and conditions of Italy.

Indian Infantry Sections (Italy, 1943) count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. Indian Infantry Sections (Italy, 1943) may also be taken in the 8th Indian Division (page 152) and Eighth Army (Italy, 1943) (page 153) Reinforced Platoons found in this volume.

Cost	Regular Infantry 50pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +10pts each - The NCO and another man may have a submachine gun for +3pts - One soldier may have a light machine gun for +20pts. Another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model - The squad may benefit from the Mountain Warriors special rule for +1pt per soldier in the squad
Special Rules	- Blood Curdling Charge. - Mountain Warriors (if taken): An Indian Infantry Section can scale mountainous or hilly impassable terrain. To do this they must start their turn adjacent to the impassable terrain piece. They are then given the <i>Run</i> order and the squad is placed on top of the mountain or hill. If the terrain piece is higher than 6" tall it takes the section two turns to scale it. At the end of the first turn of movement up the terrain piece, leave the unit's order die next to them showing the <i>Run</i> order. At the start of the next turn (before order dice are pulled) place the unit at the top, leaving the <i>Run</i> order die next to them. In addition, mountain warriors may make a run move through rough ground. This run move is reduced to a maximum distance of 9". - Tank Hunters (if anti-tank grenades are taken)

CANADIAN INFANTRY SECTION (MTO)

The Canadian First Division was made up of volunteers. The Canadians developed a vaunted reputation not only for their toughness in the assault, but for their exceptional fieldcraft and their stubborn determination to get the job done.

From their baptism of fire in Sicily where they showed their toughness as assault infantry in the battles of Leonforte, Enna, and in the fighting in the Dittaino Valley, to the brutal fighting around Ortona, Canadian units in the MTO use the Tough as Old Boots national characteristic.

Canadian Infantry Sections (MTO) count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. Canadian Infantry Sections (MTO) are Infantry section choices in the 1944 – Monte Cassino Theatre Selector from the *Armies of Great Britain* supplement. They may also be taken the Eighth Army (Sicily) (page 153), Commando/RMC Troop (Sicily and Salerno) (page 147), First Canadian Division (Italy, 1943) (page 152), and Eighth Army (Italy, 1943) (page 153) Reinforced Platoons found in this volume.

Cost	50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men at +10pts (Regular) or +13pts (Veteran) each - Regular sections may replace the NCO's rifle with a Submachinegun for +3 points. - Veteran sections may replace the NCO's and 1 other man's rifles with Submachineguns for +3 points each - Regular sections may equip one man with a Light Machine Gun instead of a rifle for +20 points. One other man becomes the loader - Veteran Sections may equip two soldiers with LMGs instead of rifles for +20 points each. Another soldier must be designated as the loader for each LMG - The entire squad may have anti-tank grenades for +2pts per model - The section may be stubborn for +1pt per model
Special Rules	- Tough as Old Boots (see page 144) - Stubborn (if taken) - Tank Hunters (if anti-tank grenades are taken)

ROYAL CANADIAN ENGINEER SECTION (MTO)

During the fighting in Ortona the Canadian engineer showed he was a match for his German opposition. They regularly overcame the German's traps, hitting back with their own inventiveness. The Royal Canadian Engineers are the perfect unit to battle your way through an urban environment.

Royal Canadian Engineer sections (MTO) count as Infantry sections for the purpose of the generic Reinforced

Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. They are also a 0–2 Infantry section choice in the 1944 – Monte Cassino Theatre Selector from the *Armies of Great Britain* supplement. They may also be taken the Eighth Army (Sicily) (page 146), First Canadian Division (Italy, 1943) (page 152), and Eighth Army (Italy (1943) (page 153) Reinforced Platoons found in this volume.

Cost	50pts (Regular), 65pts (Veteran)
Composition	NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 men with rifles for +10pts (Regular) or +13pts (Veteran) each - Up to 5 men may be equipped with Submachineguns for +3pts each - One man may be equipped with flamethrower for +20pts. Another man becomes an assistant - One man may be equipped with a light machine gun for +20pts - Equip the section with anti-tank grenades for +2pts per man - Equip the section with Bangalore torpedoes for +10pts - Equip the section with Mouse Hole charges for +10pts - Equip the section with Demolition charges for +3pts per man - The section may be Stubborn for +1pt per model.
Special Rules	- Tough as Old Boots (see page 144) - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Mine Clearing Experts: The squad is equipped with mine clearance equipment (See minefields rules, page). - Mouse Hole charges (if taken): Canadian mouse hole charges work similar to demolition charges. Mouse hole charges are used to blast holes in walls to breach buildings (not bunkers). Canadian engineers improvised these explosive charges to enter adjacent occupied buildings from the top floor, as bottom floors were heavily booby traps or doggedly defended by elite, motivated Fallschirmjäger during the street-by-street struggle for Ortona. To activate the mouse hole charge, the unit must start the turn adjacent to the target, then be given an <i>Advance</i> order. They then must advance further than 2" from the target. At that point the mouse hole charge detonates and the player tests to see if the wall is breached. To detonate the mouse hole charge, all friendly units must be further than 2" from the target. Roll 2D6. To breach the wall the player must roll 6 or more hits. Units within 2" of the breach are hit with an HE 2" attack. If successful infantry may now move through the breached wall. - Flamethrower (if taken) - Stubborn (if taken) - Tank Hunters (if demolition charges or anti-tank grenades are taken) - Bangalore torpedoes (if taken) - Demolition charges (if taken)

VEHICLES

TRANSPORTS AND TOWS UNIVERSAL CARRIER (LATE-WAR)

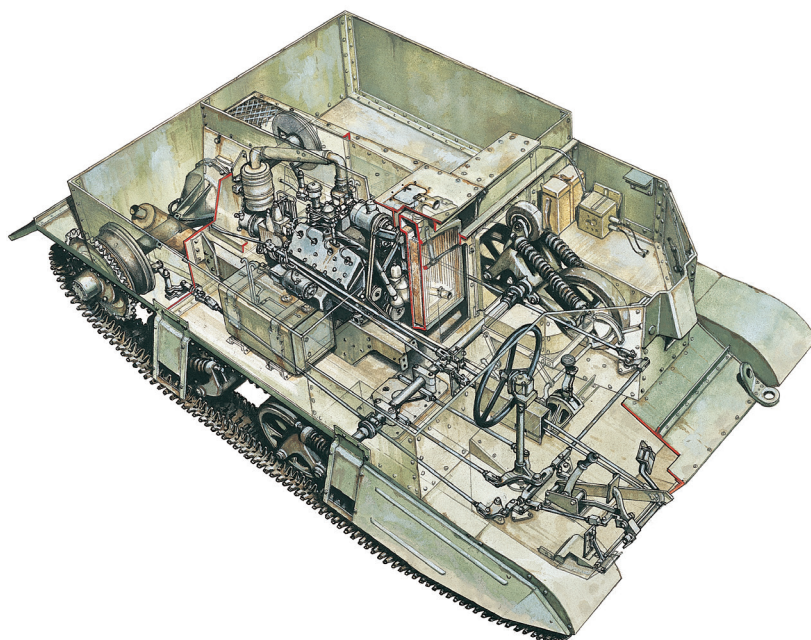
In 1943 the versatile Universal Carrier was a mainstay of the British battalion. It was being built around the Commonwealth, seeing many modifications to its original configuration. The back compartments were modified to mount .30 or .50 calibre machine guns, light mortars, or PIATs.

The Universal Carrier may be chosen as a Transport

choice in the generic Reinforced Platoon in the *Bolt Action* rulebook and *Armies of Great Britain* book. It may also be taken as a Transport vehicle selection in the following Theatre Selectors from the *Armies of Great Britain* book: 1942–43 – Tunisia, 1942–45 – Burma, 1944 – Monte Cassino, 1944 – Normandy and 1945 – Into the Reich.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	1 forward-facing LMG
Damage Value	7+ (Armoured Carrier)
Transport	5 men
Tow	Light or Medium Antitank gun
Options	- Replace forward-facing LMG with a Boys anti-tank rifle for +10pts - Replace forward-facing LMG with a forward-facing MMG for +5pts - Remove transport capacity and add one of the following in the back compartment: - A forward-facing LMG on a pintle mount for +10pts - A forward-facing HMG on a pintle mount for +25pts - A forward-facing light mortar for +15pts - A forward-facing PIAT launcher for +30pts
Special Rules	- Open Topped - Turn on the Spot: The universal carrier can turn on the spot enabling it to execute a full speed run rate 'reverse', finishing the move facing in the direction of travel. - Flak (if pintle mount option is taken)

Universal Carrier Mk II by Tony Bryan © Osprey Publishing Ltd. Taken from New Vanguard 110: *Universal Carrier 1936–48*



COMMONWEALTH SPECIAL FORCES

1ST AIRBORNE DIVISION PARATROOP SECTION (SICILY AND ITALY)

The paratroopers of the 1st Parachute Brigade were trained to fight behind enemy lines. They had had a tough first bloodening in North Africa against the same opponents they would meet at Primosole Bridge, the German Airborne which would christen the British Paras 'Rote Teufel' or 'Red Devils'. The Red Devils' training in the use of enemy weaponry proved important during the Battle for Primosole Bridge, where they were forced to hold back

the enemy with MG42s, Breda LMGs, and Axis artillery.

1st Airborne Division Paratroop sections (Sicily and Italy) count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. They may also be taken in the 1st Airborne (Primosole Bridge) (page 145), A Force (page 150), and Eighth Army (Italy, 1943) (page 153) Reinforced Platoons found in this volume.

Cost	Veteran Infantry 70pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men equipped with rifles for +14pts each - The NCO and up to 4 men may be equipped with submachine guns for +3pts each - One soldier may have a Light Machine Gun for +20pts. Another man becomes the loader - Upgrade the LMG to an MG42 with the Hitler's Buzzsaw special rule (5 shots instead of 4) for +5pts (+25pts in total) - Any man in the section may be equipped with pistol in addition to other weapons for +1pt each - The entire section may have anti-tank grenades for +2pts per model - Equip the section with Bangalore torpedoes for +10pts
Special Rules	- Stubborn - Tank Hunters (if anti-tank grenades are taken) - Bangalore torpedoes (if taken)



1ST PARA SQUADRON, ROYAL ENGINEER TEAM

During the Primosole Bridge attack they quickly cleared the bridge of explosives and assisted in its defence. The 1st Para Squadron, Royal Engineers fought in many campaigns with the 1st Airborne throughout the war from North Africa, Sicily and Italy in the Mediterranean to Arnhem in North West Europe.

1st Para Squadron, Royal Engineer teams count as Infantry sections for the purpose of the generic Reinforced

Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. They are a 0-2 Infantry section choice in the 1944 –Market Garden Theatre Selector from the *Armies of Great Britain* supplement. They may also be taken in the 1st Airborne (Primosole Bridge) (page 146), A Force (page 150), and Eighth Army (Italy, 1943) (page 153) Reinforced Platoons found in this volume.

Cost	Veteran Infantry 70pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Any man in the team may be equipped with a submachine gun for +3pts each - Any man in the section may be equipped with pistol in addition to other weapons for +1pt each - The entire section may be equipped with demolition charges for +3pts per man. - The entire section may be equipped with Bangalore torpedoes for +10pts
Special Rules	- Stubborn - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Demolition charges (if taken) - Bangalore torpedoes (if taken)

AIRBORNE CAPTURED MG42

Airborne Captured MG42 teams count as a Machine Gun team for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. They are also a Machine Gun team choice in the 1944 – Market Garden Theatre Selector from the *Armies*

of Great Britain supplement. The team may also be taken in the 1st Airborne (Primosole Bridge) (page 146), A Force (page 150), and Eighth Army (Italy, 1943) (page 153) Reinforced Platoons.

Cost	Veteran Team 73pts
Composition	3 men
Weapons	1 Medium machine gun
Special Rules	- Fixed - Stubborn - Team Weapon - Hitler's Buzzsaw: The MG42 has a rate of fire of 6, rather than the normal 5 for a medium machine gun.

British Airborne advance at the double



SPECIAL RAIDING SQUADRON SUB-SECTION

In April 1943, Paddy Mayne, a legend of the SAS' desert raids, was put in charge of a new unit of raiding assault troops called the Special Raiding Squadron. By the time of the invasion of Sicily every man knew his job and was ready to take the fight to the enemy.

Special Raiding Squadron sub-sections count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great*

Britain book. In addition, SRS sub-sections may be taken in the 1940–44 – Raiders! Theatre Selector in the *Armies of Great Britain* book. They may also be taken in the Special Raiding Squadron (Sicily) (page 146), Termoli Assault Force (page 150), Chavasse Force (page 151), and Eighth Army (Italy, 1943) (page 153) Reinforced Platoons found in this volume.

Cost	Veteran Infantry 95pts
Composition	1 NCO and 4 men
Weapons	Rifles and pistols
Options	- Add up to 5 additional men equipped with rifles and pistols for +19pts each - Any man may be equipped with submachine guns for +2pts each - Two men may have a light machine gun for +20pts. Another man becomes the loader on each weapon - Upgrade light machine guns to Vickers K guns for +5pts each - The entire squad may have anti-tank grenades for +2pts per model - The entire section may be equipped with demolition charges for +3pts per man.
Special Rules	- Behind Enemy Lines - Fitness is Key: Paddy Mayne, the SRS's commander put extreme emphasis on physical training. SRS sub-sections move at an increased speed of 7" when advancing and at 14" when running. - Who Dares Wins! To represent their special training and motivation, SRS sub-sections have the Fanatics special rule. - Tank Hunters (if anti-tank grenades or demolition charges are taken) - Demolition charges (if taken) - Vickers K gun (if taken): A Vickers K gun shoots with +1 dice compared to a regular LMG, 5 dice instead of 4. - No National Characteristic: The SRS had unconventional training and doctrine. They do not benefit from the a National Characteristic Army special rule.

POPSKI'S PRIVATE ARMY

Created by Russian immigrant Vladimir Peniakoff, No. 1 Demolition Squadron or, as it became known, 'Popski's Private Army' (after a Bolshevik cartoon character) was one of the smallest self-contained units in the British Army. It first made its mark in the deserts of North Africa as a raiding and reconnaissance force. The unit was reliant on the Willis Jeep, which it kitted out with a combination of American heavy and medium machine guns and twin Vickers Ks. The PPA flamethrower jeep never got past the prototype stage and never saw action but who won't want to see it in action!

The PPA officer counts as an Officer. PPA teams count as Infantry sections. PPA Jeeps and Flamethrower Jeeps count as Armoured Cars for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. In addition, they may be taken as Officer, Infantry sections, or Armoured Car options, respectively, in the 1940–43 – Behind Enemy Lines Theatre Selector from the *Armies of Great Britain* book. PPA officers are also an officer option in the No. 1 Demolition Squadron (page 151), Canadian First Division

(Italy, 1943) (page 152), and Eighth Army (Italy, 1943) (page 153) Reinforced Platoons found in this volume.

SPECIAL RULES

RTU

The greatest fear of every member of the PPA was failure, the consequence of which was being Returned To Unit (RTU). This was Popski's precondition for entry to the unit. This gave members of Popski's Private Army a devil-may-care attitude in regard to danger in pursuit of their objectives in the face of even the greatest odds. The dishonour of failure was not an option. Units with the RTU special rule may re-roll order tests and morale checks. A re-roll may not be taken if a FUBAR result is rolled.

NO NATIONAL CHARACTERISTIC

Popski's Private Army had unconventional training and doctrine that does not fit in with the regular military. They do not benefit from the a National Characteristic Army special rule.

PPA OFFICER

Cost	- Second Lieutenant 70pts (Veteran) - First Lieutenant 95pts (Veteran) - Captain 130pts (Veteran) - Major 170pts (Veteran)
Composition	1 officer up and 2 men
Weapons	Submachineguns
Options	- Add up to 2 additional men for +18pts each - PPA officer may be equipped with demolition charges for +3pts per man
Special Rules	- Behind Enemy Lines - RTU - Tank Hunters (if demolition charges are taken) - Demolition charges (if taken) (page 165) - No National Characteristic

PPA TEAM

Cost	Veteran Infantry 54pts
Composition	1 NCO and 2 men
Weapons	Submachineguns
Options	- Combine two teams to double the size of the unit for +54pts. This unit counts as two PPA team units when constructing Reinforced Platoons. When two teams are combined, the unit has two NCOs - PPA teams may be equipped with demolition charges for +3pts per man
Special Rules	- Behind Enemy Lines - RTU - Combined teams (if two PPA teams are combined) - Tank Hunters (if demolition charges are taken) - Demolition charges (if taken) (page 165) - More NCOs (if two PPA teams are combined): If one NCO is killed, the other NCO takes over with no penalty to order and morale tests. - No National Characteristic

PPA JEEP

Cost	60pts (Veteran)
Weapons	1 forward facing pintle-mounted HMG
Damage Value	6+ (soft-skinned)
Options	- Replace forward-facing HMG with pintle-mounted twin Vickers K LMGs for free - Replace forward-facing HMG with pintle-mounted MMG for -10pts - Add a rear-facing pintle-mounted MMG for +15pts - Add a rear-facing pintle-mounted HMG for +25pts
Special Rules	Recce Vickers K gun (if taken): A Vickers K gun shoots with +1 die compared to a regular LMG, i.e., 5 dice instead of 4.

PPA FLAMETHROWER JEEP

Cost	68pts (Veteran)
Weapons	1 Forward facing Flamethrower
Damage Value	6+ (soft-skinned)
Special Rules	- Recce - Easily Catches Fire: if a roll on the Vehicle Damage table results in the vehicle catching fire, add D3 pin markers rather than just 1 before taking a morale test. - Infantry Flamethrower: For all practical purposes the flamethrower on this jeep has the same stats as an infantry flamethrower, 6" range and D6 when rolling for hits (rather than the usual 12" and D6+1 for vehicle flamethrowers). - Internal: When rolling on the damage results on vehicles chart (see page 108, <i>Bolt Action</i> rulebook) against vehicles equipped with flamethrowers, add a +1 to the roll.

ROYAL MARINE COMMANDOS AND COMMANDOS

The Commandos were trained to be self-sufficient, survive behind enemy lines, and take on the role of irregular soldiers while having the professionalism of the Grenadier Guards. They were highly trained to take on a myriad of roles in any environment, be masters of concealment, and be deadly with any weapon. By the invasion of Italy, heavy weapons troops were added to their order of battle and the various Commando and special forces units were amalgamated into the 2nd Special Service Brigade.

Commando/RMC subsections (MTO, 1943) count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. In addition, they may be taken as an Infantry section option in the 1940–44 – Raiders! And 1942–43 – Tunisia Theatre Selectors from the *Armies of Great Britain* book. Commando/RMC subsections (MTO, 1943) can also be taken in the Eighth Army (Sicily) ([page 146](#)), Commando/RMC (Sicily and Salerno) ([page 147](#)), X Corps ([page 148](#)), Termoli Assault Force ([page 150](#)), Chavasse Force ([page 151](#)), and Eighth Army (Italy, 1943) ([page 153](#)) Reinforced Platoons found in this supplement.

COMMANDO/RMC SPECIAL RULES MASTERS OF CONCEALMENT

When hidden, Commando/RMC units are discovered by enemy units at the following ranges:

- Units with the Recon Troops special rule spot them at 12", instead of 18".
- When infantry and artillery units move within 6" of a Commando/RMC section or team.

- When any enemy recce vehicle moves to within 6" of a Commando/RMC section or team.
- When any other enemy vehicle is within 3" of a Commando/RMC section or team. (Refer to the Hidden Set-up special rules, [page 131](#) of the *Bolt Action* rulebook).

ACHNACARRY TRAINING

In the harsh environment of the Commando basic training centre located at Achnacarry in the Scottish Highlands, every Commando learnt to overcome all manner of terrain using their physical endurance, skill, and a powerful will forged by the mental toughening afforded to Commando recruits.

Commando/RMC units can cross impassable terrain. To do this they must start their turn adjacent to the impassable terrain piece. They are then given the *Run* order. The unit is then placed on top of (mountains or hills) or on the other side of the impassable (walls, swamps, rivers etc.) terrain piece. If the terrain piece being crossed is higher or wider than 6", it takes the Commando/RMC unit two turns to scale/cross. At the end of the first turn of movement up/across the terrain leave the unit's order die next to them showing the *Run* order. At the start of the next turn, before order dice are pulled, place the Commando/RMC unit at the top of or on the other side of the terrain piece, leaving the *Run* order die next to them. In addition, mountain warriors may make a run move through rough ground. This run move is reduced to a maximum distance of 9".

COMMANDO/RMC SUBSECTION (MTO, 1943)

Cost	Veteran Infantry 85pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add a second NCO and up to 9 other men for +17pts each - Any man in the subsection may be equipped with Submachineguns for +2pts each - Up to two men may be equipped with LMGs for +20 each. Another becomes loader for each weapon - Any man in the subsection may be equipped with a pistol in addition to other weapons for +1pt per man - Any man equipped with a SMG may be equipped with suppressed STEN gun Mk IIs SMGS for +2pts per SMG in the subsection. Only one commando subsection in a reinforced platoon may be equipped with suppressed STEN gun Mk IIs - Equip the subsection with demolition charges for +3pts per man - Equip the subsection with anti-tank grenades for +2pts per man
Special Rules	- Tough Fighters - Achnacarry Training - Behind Enemy Lines - Masters of Concealment - More NCOs (if a second NCO is added): If one NCO is killed, the other NCO takes over with no penalty to order and morale tests. - Tank Hunters (if demolition charges or anti-tank grenades are taken) - Suppressed weapons (If the subsection is equipped with suppressed STEN gun Mk IIs) Units firing suppressed weapons that are hidden remain hidden if only suppressed weapons are fired. In addition, when the unit fires at night with suppressed weapons, do not put a muzzle flashes marker on it. - Demolition Charges (if taken) - Up and 'at 'em (see page 18, <i>Armies of Great Britain</i>)

COPP COMMANDO TEAM

In the months prior to the invasion of Sicily the Combined Operations Pilotage Parties undertook extremely dangerous missions on the enemy shoreline using their most valuable skill: stealth. During the Italian landings, COPP teams proved invaluable as they guided the invasion forces onto the British beaches.

COPP commando teams count as Infantry sections for the purpose of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. In

addition, 0-1 may be taken as an Infantry section in the 1940-44 – Raiders! Theatre Selector from the *Armies of Great Britain* book. COPP commando teams can also be taken in the Special Raiding Squadron (Sicily) ([page 146](#)) and Commando/RMC (Sicily and Salerno) ([page 147](#)), Reinforced Platoons found in this supplement.



British Commando Sub-Section

Cost	Veteran Infantry 40pts
Composition	1 man
Weapons	Pistol
Options	- Add up to 1 additional man equipped with a pistol for +17pts - Upgrade pistols to Submachineguns for +2pts per man - If all men in the team are equipped with a SMG they upgrade their SMG to a suppressed STEN gun Mk IIs SMG for +1pt per weapon in the team
Special Rules	- Forward Deployment: This squad may forward deploy in the same way as snipers and observers - Cautious Movement: If the COPP Commando team is hidden, they may remain hidden after they are given an advance order. To remain hidden, they may not shoot firearms and can only move at a rate of 4" when given the order. - Stealth Reconnaissance: No enemy units may be hidden at the start of a game. COPP Commandos always start the game hidden if deployed on the table. - Masters of Concealment - Suppressed Weapons: (If equipped with suppressed STEN gun Mk IIs,) units firing suppressed weapons that are hidden remain hidden if only suppressed weapons are fired. In addition, when the unit fires at night with suppressed weapons, do not put a muzzle flashes marker on it. - No National Characteristic: COPP Commandos had unconventional training and doctrine that does not fit in with the regular military. They do not benefit from the a National Characteristic Army special rule.

Army Commandos at rest in Sicily by Graham Turner © Osprey Publishing Ltd. Taken from Warrior 181: British Commando 1940–45



NEW US UNITS



INFANTRY

INFANTRY SQUADS AND TEAMS

ARMoured RIFLE SQUAD

The US Armoured Rifles were the American's rapid advance infantry, created to support the armoured fist of the Armoured Divisions, travelling to the front line in their M2 and M3 Half-tracks bristling with firepower.

Armoured rifle squads and Armoured LMG squads count as Infantry squads for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook and the *Armies of the United States* book. They may be taken as an Infantry squad selection in the following Theatre Selectors found in the *Armies of the United States* book: 1942 – Operation Torch, 1943 – Kasserine Pass,

1943 – Rommel's Defeat, 1943 – Operation Husky, 1943 – Operation Avalanche, 1944 – Cassino, 1944 – Anzio, the Road to Rome, 1944 – Normandy, 1944 – Operation Cobra, 1944 – The Battle of the Bulge, 1945 – Rhineland. Armoured rifle squads and Armoured LMG squads can also be used in the X Force, Darby's Rangers (Sicily) (page 155), 1st Infantry Division (Sicily) (page 157), 2nd Armoured Division (page 157), Armoured Infantry Platoon (Sicily and Italy) (page 158), and X Corps (page 148) Reinforced Platoons found in this volume.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	M1 Garand rifles or carbines (rifles)
Options	- Add up to 5 additional soldiers at +7pts (Inexperienced), +10pts (Regular), or +13pts (Veteran) each - The NCO may have a submachine gun for +3pts each - One man may be equipped with a Light Machine Gun for +20pts, another man in the squad becomes the loader - The entire squad may have anti-tank grenades for +2pts per man
Special Rules	Tank Hunters (if anti-tank grenades are taken) - Motorised Infantry: Armoured Rifle squads can re-roll any failed order test that is required to mount or dismount a transport vehicle.

US forces cautiously enter enemy territory



ARMoured LMG SQUAD

Cost	75pts (Inexperienced), 90pts (Regular), 105pts (Veteran)
Composition	1 NCO and 4 men
Weapons	M1 Garand rifles or carbines (rifles) and 2 LMGs
Options	- Add up to 5 additional soldiers at +7pts (Inexperienced), +10pts (Regular) or +13pts (Veteran) each - The NCO may have a submachine gun for +3pts each - The entire squad may have anti-tank grenades for +2pts per man
Special Rules	- Tank Hunters (if anti-tank grenades are taken) - Motorised Infantry: Armoured LMG squads can re-roll any failed order test that is required to mount or dismount a transport vehicle.

REAR ECHELON SQUAD

During the battle for the Calore crossing, two artillery regiments gathered a ragtag bunch of mechanics, cooks and clerks to hold the line. Many times, during the war when the line was broken, the men of the rear echelon become riflemen first and cooks and clerks second.

Rear Echelon squads count as Infantry squads for the purpose of the generic Reinforced Platoon selector from the

Bolt Action rulebook and the *Armies of the United States* book. In addition, Rear Echelon squads may be taken in any Theatre Selector in the *Armies of the United States* book that contains either Inexperienced Infantry squads, Regular Infantry squads (Early/Mid-war), or Regular Infantry squads (Late-war). They can also be used in the VI Corps Reinforced Platoon (page 159) found in this supplement.

Cost	Inexperienced Infantry 36pts
Composition	1 NCO and 5 men
Weapons	M1 carbines (rifles) or pistols
Options	- Add up to 6 additional soldiers at +6pts each - The NCO and up to 5 soldiers may have submachine guns for +3pts each
Special Rules	- Green: If the rear echelon's Green rule is successful and upgrades them to a Regular unit, the squad loses the effect of the Jittery special rule. - Jittery: When rolling order tests, a roll of double ones causes a FUBAR result, exactly as if you had rolled double sixes for the test.

The fight for the Tobacco Factory, VI Corps sector, D+3 by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 257: Salerno 1943



VEHICLES

ARMoured CARS RECONNAISSANCE JEEP

The trusty and versatile American jeep was used for a plethora of tasks, one of its most useful was its use in the reconnaissance role.

The reconnaissance jeep counts as an Armoured Car for the purposes of the generic Reinforced Platoon selector found in the *Bolt Action* rulebook and the *Armies of the*

United States book. It may also be taken as an Armoured Car in every selector in the *Armies of the United States* book with the exception of the 1945 – Operation Grenade Theatre Selector.

Cost	32pts (Inexperienced), 40pts (Regular), 48pts (Veteran)
Weapons	1 pintle-mounted MMG with a 360-degree arc of fire
Damage Value	6+ (soft skin)
Special Rules	- Recce



American Army Reconnaissance Jeep

THE FIRST SPECIAL SERVICE FORCE, AKA: THE DEVIL'S BRIGADE, THE BLACK DEVILS

The First Special Service Brigade was created as one of the most diversely trained and aggressive units of the war. Its commander, Lt. Colonel Robert T. Frederick, recruited from a wide range of sources in both the United States and Canada, creating one of the few multinational units of the war. The force was sent to Italy where their mountain training was in demand. They would forge a legend on the slopes of Mt. La Difensa, the beachhead at Anzio, in the taking of Rome and their operations in southern France with the First Airborne Task Force.

FSSF SPECIAL RULES FREDDIE'S FREIGHTERS

The FSSF were able to achieve the miraculous assault on Monte La Difensa thanks to their intense mountain training in preparation for the defunct Operation *Plough*. They were trained to do this with immense loads. After the amazing supply of the FSSF up La Difensa by man-packed FSSF soldiers, many dubbed them Freddie's Freighters.

FSSF sections can scale mountainous or hilly impassable terrain. To do this they must start their turn adjacent to the impassable terrain piece. They are then given the *Run* order and the squad is placed on top of the mountain or hill. If the terrain piece is higher than 6" tall it takes the

section two turns to scale it. At the end of the first turn of movement up the terrain piece leave the unit's order die next to it showing the *Run* order. At the start of the next turn, before order dice are pulled, place the FSSF section piece at the top of the terrain piece, leaving the *Run* order die next to it. In addition, they may make a run move through rough ground. This run move is reduced to a maximum distance of 9".

MASTERS OF CONCEALMENT

When hidden, FSSF sections and teams are discovered by enemy units at the following ranges:

- Units with the Recon Troops special rule spot them at 12".
- When infantry and artillery unit move within 6" of a FSSF section or team.
- When any enemy recce vehicle moves to within 6" of a FSSF Section or team.
- When any other enemy vehicle is within 3" of a FSSF section or team (refer to the hidden set-up special rules, [page 131](#)).

FSSF SECTION

The FSSF were equipped with the best equipment available. For close combat the Black Devils had the V42 fighting knife designed by Robert Frederick himself. It was a prized possession of force members and was deadly in their hands. Another unique weapon of the force was the Johnson light machine gun. The force acquired the guns from the Marine Corps in trade for plastic explosive. The Johnson was very light and compact and had a high rate of fire. The problem was they had a limited amount of them so BARs were used as well. The force was also equipped with the lighter paratrooper version of the

Browning .30 Cal machine gun. The men in each section had specialties, some were demolitions experts, others were radiomen and at least one had medic training.

FSSF sections and FSSF Scout teams are counted as Infantry squads for the purpose of the generic Reinforced Platoon selector from the *Bolt Action* rulebook and *Armies of United States* book. They can also be taken as Infantry squads in the 1944 – Anzio, the Road to Rome Theatre Selector from the *Armies of the United States* book and the FSSF (Monte La Difensa) Reinforced Platoon (page 160) found in this volume.

Cost	Veteran Infantry 96pts			
Composition	1 NCO and 5 men			
Weapons	M1 Garand rifles or carbines (rifles)			
Options	- Add up to 6 additional men at +16pts each - The NCO and up to 2 men may have a submachine gun for +2pts each - One man may be equipped with either a BAR or a Johnson LMG for +5pts. The Johnson has the following stats:			
	Weapon type (Small Arms)	Range	Shots	Special Rules
	Automatic Rifle	24"	3	The Johnson LMG benefits from the US National Special Rule, Fire and Manoeuvre.
	- One man may be equipped with a Light Machine Gun for +20pts. Another man becomes loader - One man in the section may be a medic for +10pts (see the Specialist Training special rule below) - The entire squad may have anti-tank grenades for +2pts per model - The section may be equipped with demolition charges for +3pts per model			
Special Rules	- Tough Fighters - Freddie's Freighters - Masters of Concealment - Tank Hunters (if anti-tank grenades are taken) - Demolition charges (if taken) - Specialist Training (if medic is taken): One man in the section is assigned as medic and follows the rules for medics found on page 83 of the <i>Bolt Action</i> rulebook with the following additions: The medic is not a separate unit and works in the same way as other differentiated soldiers in squads such as NCOs and LMGs. It does not have the Geneva Convention rule, but the medic effect only applies to the section he's part of.			

FSSF SCOUT TEAM

Cost	Veteran Infantry 36pts
Composition	1 NCO and 1 man
Weapons	M1 Garand rifles or carbines (rifles)
Options	- Replace rifles with submachine gun for +2pts each
Special Rules	- Tough Fighters - Escape Reaction: Infantry units that have the Escape Reaction special rule can react when shot at or assaulted as long as they have not taken an action yet, just as described for cavalry units, except that their escape move is a half-distance 6" run move. After they have finished their escape move assign them an order die displaying the run action. - Freddie's Freighters - Masters of Concealment - Recon Troops: FSSF scout teams may spot hidden enemy units at 18" rather than the normal 12".

DARBY'S RANGERS, AKA: 'THE BLACK DEATH', X FORCE

Darby's original 1st Ranger Battalion were trained by the British Army Commandos at Achnacarry and established the Ranger's reputation. Under Darby's command, the part the 1st, 3rd, and 4th Battalions played in the MTO became legend. Darby's Rangers were notably at the forefront of the Allies' most important operations of the campaign. From Operation *Torch* to Operations *Husky*, *Avalanche*, *Raincoat* and *Shingle*, the Rangers led the way.

RANGER FORCE SQUAD

Ranger Force squads count as Infantry squads for the purpose of the generic Reinforced Platoon selector from

the *Bolt Action* rulebook and *Armies of United States* book. In addition, they may also be taken as an Infantry squad selection in the following Theatre Selectors from the *Armies of United States* book: 1942 – Operation Torch, 1943 – Kasserine Pass, 1943 – El Guettar – First US Victory, 1943 – Operation Husky, 1943 – Operation Avalanche, and 1944 – Anzio, The Road to Rome. They are also an Infantry option in the 82nd Airborne Division (Sicily) (page 155), X Force, Darby's Rangers (Sicily) (page 155), 1st Infantry Division (Sicily) (page 157), 2nd Armoured (page 157), and VI Corps (page 159) Reinforced Platoons found in this supplement.

Cost	Veteran Infantry 80pts
Composition	1 NCO and 4 men
Weapons	M1 Garands or carbines (rifles)
Options	- Add up to 6 additional men at +16pts each - The NCO and up to two men may have submachine guns for +2pts each - One man may be equipped with a BAR for +5pts - One man may be equipped with a Light Machine Gun for +20pts, another man in the squad becomes the loader - The entire squad may have anti-tank grenades for +2pts per model - May be equipped with Bangalore torpedoes for +10pts - May be equipped with demolition charges for +3pts per man - May be Tough Fighters for +1pt per man
Special Rules	- Light Recognition. Rangers are more able to recognise friend from foe at night thanks to their use of coloured flashlights. Add 6" to their night visibility checks. - Rangers Lead the Way! Ranger units may make a run move after both sides have finished set-up, before the first turn of the game. While making this free move the squad cannot assault and cannot be targeted by enemies in ambush. - Tank Hunters (if anti-tank grenades are taken) - Tough Fighters (if taken) - Achnacarry Training: The Rangers learned to traverse impossible terrain from the best, the British Commandos. Rangers have the Achnacarry Training special rule (see page 107).



US Ranger Squad

RANGER FORCE M3 (T12) GMC AKA: DARBY'S ACE IN THE HOLE

Darby's ace in the hole were his four M3 75mm (T12) GMCs. They were christened the 'Ace of Hearts', 'Ace of Diamonds', 'Ace of Spades', and 'Ace of Clubs'. Under Captain Charles Shunstrom's leadership they developed effective tactics to avoid enemy counter battery fire at Salerno.

Ranger Force M3 75mm (T12) GMCs count as Tank destroyers for the purpose of the generic Reinforced

Platoon selector from the *Bolt Action* rulebook and *Armies of United States* book. In addition, it can be taken as a Tank destroyer in the 1943 – Operation Avalanche and 1944 – Anzio, The Rome to Rome Theatre Selectors in the *Armies of United States* book. Ranger Force M3s may also be taken in the VI Corps Reinforced Platoon found on [page 159](#) of this book.

Cost	130pts (Veteran)
Weapons	1 hull-mounted front-facing medium anti-tank gun
Damage Value	7+ (armoured carrier)
Options	- Add one pintle-mounted MMG covering the rear arc and right arc for +15pts - Add one pintle-mounted HMG covering the rear and left arc for +25pts
Special Rules	- HE: Instead of having a HE (1") rating usually given to a medium AT gun, the 75mm anti-tank gun has a rating of HE (2") - Open Topped - Shoot 'n' Scoot: If the Ranger Force M3 is given a Fire order, it may also make a reverse move after firing.

THE 82ND AIRBORNE

The 82nd Airborne Division performed admirably in their first combat jump. In chaotic conditions, scattered all over Sicily, they were still able to take vital objectives, stubbornly resist the power of a panzer division, and harass and stymie

the enemy at every turn. The rapid deployment of the 82nd at Salerno to stabilise the battered and wounded American line had a consequential impact on the battle.

PARACHUTE RIFLE SQUAD (MTO)

The Airborne were prepared to fight desperately with only the light equipment they had available. At Biazza Ridge they were able to withstand the fury of a German kampfguppe supported by Tigers with only a few bazookas and two pack howitzers.

Parachute Rifle squads (MTO) count as Infantry squads for the purpose of the generic Reinforced Platoon selector from the *Bolt Action* rulebook and *Armies of*

United States book. In addition, they may be taken as an infantry squad selection in the following Theatre Selectors from the *Armies of United States* book: 1943 – Operation Husky, 1943 – Operation Avalanche, and 1944 – Anzio, the Road to Rome in lieu of Paratrooper squads. They are also an Infantry option in all American selectors in this volume with the exception of the FSSF (Monte La Difensa) Reinforced Platoon.

Cost	Veteran Infantry squad 84pts
Composition	1 NCO and 5 men
Weapons	M1 Garands or carbines (rifles)
Options	- Add up to 6 additional men at +14pts each - The NCO and up to two soldiers may have submachine guns for +3pts each - Any soldier in the squad may have a pistol for +1pt per man - Up to 2 men may be equipped with LMGs for +20pts each. One other man becomes the loader for each LMG - The squad may be equipped with anti-tanks grenades for +2pts per man
Special Rules	- Stubborn - Tank Hunters (if anti-tank grenades are taken)





PARACHUTE/GLIDER ENGINEER SQUAD (MTO)

The 82nd Airborne had an airborne engineer battalion divided into parachute and glider engineer companies. Glider engineer platoons were equipped with more light machine guns, enough for one per squad but weren't equipped with flamethrowers, while parachute engineers were equipped with only one LMG for the whole platoon but were equipped with flamethrowers.

Parachute/Glider Engineer squads count as Infantry squads for the purpose of the Generic Reinforced Platoon

selector from the *Bolt Action* rulebook and *Armies of United States* book. 0–1 Parachute/Glider Engineer squads may be taken as an infantry squad selection in the following Theatre Selectors found in the *Armies of the United States* book: 1943 – Operation Husky, 1943 – Operation Avalanche, and 1944 – Anzio, the Road to Rome. They are also an Infantry option in 82nd Airborne Division Reinforced Platoon (Sicily) (page 155) found in this supplement.

Cost	Veteran Infantry 70pts
Composition	1 NCO and 4 men
Weapons	M1 Garands or carbines (rifles)
Options	- Add up to 5 additional men at +14pts each - The NCO and up to two men may have submachine guns for +3pts each - Any soldier in the squad may have a pistol for +1pt per man - 1 man may be equipped with a Light Machine Gun for +20pts. Another man is assigned as loader - 1 man may be equipped with a flamethrower for +20pts. Another man is assigned as assistant - The squad may be equipped with anti-tanks grenades for +2pts per man - The squad may be equipped with demolition charges for +3pts per man - The squad may be equipped with Bangalore torpedoes for +10pts
Special Rules	- Stubborn - Engineers: Count as engineers in scenarios where barbed wire and minefield special rules are used. - Flamethrower (if taken) - Tank Hunters (if anti-tank grenades or demolition charges are taken) - Bangalore torpedoes(if taken) - Demolition charges (if taken)

HEROES OF THE SICILIAN AND ITALIAN CAMPAIGNS



ITALIAN HEROES

MAJOR GENERAL ENRICO FRANCISCI

Major General Enrico Francisci was known as ‘The Fighting General’ for his gallant and inspirational leadership style. Francisci was a career military man, beginning at the age of 18 and continuing with his service in the Italo-Libyan War of 1911–12, the First World War, the Ethiopian Campaign of 1935–36 and service in the Spanish Civil War.

During the Second World War Francisci fought in the Greek campaign and on the Russian Front before being redeployed to Sicily. On 11 July 1943, Francisci led Gruppo Tattico Venturi in a counterattack against the US 3rd Infantry Division. He was killed while personally directing some Semovente 90/53 tank destroyers against oncoming Shermans. He was posthumously awarded the

Italian Gold Medal for Military Valour. He had previously been awarded the Silver Medal of Valour, three Bronze Medals of Valour, three War Crosses of Military Valour and one War Merit Cross.

Major General Francisci is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action rulebook* and *Armies of Italy and the Axis* book. In addition, Francisci may be taken as a Major in the 1940–41: The Invasion of Greece, 1941–43: The Eastern Front and 1943: The Defence of Sicily Theatre Selectors in the *Armies of Italy and the Axis* book. He may be taken in the Gruppo Tattico Reinforced Platoon in this volume (page 133).

Cost	Veteran Major 190pts
Composition	General Francisci and up to 2 men
Weapons	Pistol, rifle, or SMG as depicted on models
Options	- Francisci may be accompanied by two veteran soldiers at a cost of +13pts per man
Special Rules	- Gallant Leadership: Francisci’s contempt for danger inspires his men to greater deeds. A force with Major General Francisci in it ignores the Defeat After Defeat, Followed By Impending Defeat army special rule.

SUB-LIEUTENANT ANGIOLINO NAVARI

Angiolino Navari was a primary (elementary) schoolteacher before the war. Conscripted in 1940, he trained as a tankerman and served in North Africa.

After North Africa, Navari was stationed with the 1st Company, 101st Carri (tank) Battalion, attached to Mobile Group E. The platoon Navari commanded were equipped with antiquated French R35 tanks. On the morning of the Sicily invasion, Mobile Group E were one of the first units to counterattack the Allied beachhead. Navari took the lead charging his platoon straight into Gela. Battling through the streets Navari’s tanks were knocked out one by one by Darby’s Rangers. The Italian’s last remaining tank in the town was Navari’s own charging toward the piazza through a hail of fire and storm of hand grenades. After the tank’s engine cut out Navari’s driver

bravely jumped out of the R35 to get the tank’s engine started again. He managed to get it started but was shot in a deluge of fire. Navari still not willing to give in continued on. Reaching the town square. Navari’s tank broke down again. He opened up the commander’s hatch with pistol in hand. As he flung the hatch open and climbed out Navari was shot in the head by a waiting Lt. Col. William Darby. Navari was posthumously awarded the Silver Medal of Military Valor.

Sub-Lieutenant Navari’s captured R35 is a command vehicle for the purpose of the generic Armoured Platoon selector from the *Bolt Action Tank War* book. Navari’s command tank is an option in the Gruppo Mobili Carri Reinforced Platoon (page 131) in this volume.

Cost	169pts (Veteran)
Weapons	1 turret mounted, low-velocity, light anti-tank gun and 1 forward-facing, hull-mounted MMG
Damage Value	8+ (light tank)
Special Rules	- Command vehicle - Slow - Armoured All Around: The R35 was almost as heavily armoured at the sides and rear as at the front, so no modifiers apply for Penetration when shooting at the sides, rear, or from above. - Low velocity Light Anti-Tank Gun: The R35's puny weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4. - One-man Turret: Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into one tiny turret means it's hard to do different things at once! To represent this, it is always necessary to make an order test when issuing an Advance order, even when it is not pinned. - Valour: Sub-Lieutenant Navari's tank and any friendly Italian tanks within the Sub-Lieutenant's command range get a +2 modifier to their morale, instead of the normal +1.

GERMAN HEROES

OBERST BERNDT VON DOERING

When war broke out Hauptmann Von Doering served in the Polish campaign, receiving the Iron Cross 1st and 2nd Class. Promoted to Major, von Doering was given command of the 3rd Battalion, 79th Rifle Regiment, 16th Infantry Division. He led it through the French campaign, where it was part of the thrust through the Ardennes Forest. For his bold leadership and pursuit of the enemy von Doering received the Knight's Cross. Von Doering then took part in the invasion of the Balkans, fighting in the Yugoslavian and Greek campaigns. As a battalion commander with the 16th Panzer Division he took part in Operation *Barbarossa*, fighting in the massive battle for Kiev and the battle of Rostov.

In preparation for the defence of the Salerno, von Doering was given command of a powerful Kampfgruppe. Over the nine-day battle Kampfgruppe von Doering was

where the fighting was thickest, almost splitting the Allied force at the Calore river. At Termoli his aggressive attacks tore the British 78th Division to shreds. Von Doering would continue to lead the 79th Panzergrenadier Regiment until the 16th Panzer Division left for Russia. He then took up the position of 1st adjutant to Kesselring until his death in July 1944.

Oberst Berndt von Doering is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or the *Armies of Germany* book. In addition, von Doering may be taken in the 1940 – The Battle of France, 1941 – Operation Barbarossa and 1943–44 – Defence of Italy Theatre Selectors. He may also be taken in the Kampfgruppe Doering Reinforced Platoon (page 139) found in this supplement.

Cost	Veteran Major 190pts
Team	1 Officer and up to 2 men
Weapons	Pistols, rifles, or SMGs as depicted on models.
Options	- May be accompanied by two panzergrenadiers for +13pts each
Special Rules	- Relentless: Men under von Doering's command are constantly ordered to keep relentless pressure on the enemy. All German units on the table may ignore 1 pin when making order tests when given <i>Advance</i> orders. Units with 1 pin must still test.

HAUPTMANN HEINZ MEYER

Heinz Meyer began his military career in 1937 when he joined the Luftwaffe. In 1938 Meyer became part of the original formation that would become the German's first airborne unit, which at that stage was still part of the Regiment Hermann Göring. Meyer was one of the paratroopers that jumped into Holland during the

blitzkrieg of France and the Low countries, receiving an Iron Cross 2nd Class. After receiving an officer's commission in August 1940 Meyer was put in charge of a platoon in the 3rd FJ Regiment. Seeing action with the unit through Greece and Crete earned Meyer an Iron Cross 1st Class in the vicious fighting in the Canea sector.

After surviving the freezing conditions in Leningrad, Meyer fought with the 4th FJ Regt in Sicily at Primosole and Catania, through to the Division's retreat to the mainland. Meyer's unit then fought at Salerno alongside the 26th Panzer before re-joining the rest of the FJ.

At the battle of Cassino in 1944, Meyer was in the thick of the fighting with his unit on Cavalry Hill which blunted the Allied tank attack up Cavendish road, with heavy losses to the attackers. For this he was awarded the Knight's cross. With Meyer's transfer to the western front in June, he was again in the thick of the fighting earning Oak-leaves to his Knight's Cross in recognition of

exemplary leadership throughout the fighting. Meyer's war finally ended in the Harz mountains, surrendering to the Americans on 8 May 1945.

Hauptmann Heinz Meyer is a Captain for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or the *Armies of Germany* book. In addition, Meyer may be taken in the 1943–44 – Defence of Italy 1944 – Normandy, and 1944–45 – Operation Watch on the Rhine Theatre Selector from the *Armies of Germany* book. He may also be taken in the Fallschirmjäger (Primosole Bridge) (page 136) and Fallschirmjäger (Italy, 1943) (page 142) Reinforced Platoons in this book.

Cost	Veteran Captain 170pts
Team	1 Officer and up to 2 men
Weapons	Pistol, rifles, or SMGs as depicted on models
Options	- Hauptmann Meyer may can be accompanied by 2 men at 15pts each
Special Rules	- Fallschirmjäger Officer: Meyer benefits from the Stubborn and NCO Apprenticeship special rules. - Exceptional Experience: Meyer saw service in every campaign the Fallschirmjäger fought in, giving him the ability to appreciate the situation at hand and anticipate the enemy's moves. After both sides have deployed their forces, Meyer may redeploy two of his units up to 12" from their current position. - Tank Killer: Throughout the war Meyer gained a reputation as a tank stalker. This was never more demonstrated than at the battle of Cassino, when a force led by Meyer destroyed or disabled over 20 tanks. All units within Meyer's command range and line of sight armed with panzerfaust 30s, panzerfausts, panzerschrecks, anti-tank grenades, or demolition charges have a +1 to hit modifier while shooting or assaulting enemy vehicles.

HAUPTMANN HEINZ PAUL ADOLFF

Hauptmann Heinz Paul Adolff's military career was highlighted by acts of courage and leadership. He served in the German Heer (Army) as an officer in a pioneer unit before transferring to a motorised unit. He served in the Battle of France, receiving the Iron Cross 2nd and 1st Class. Adolff then transferred to the Fallschirmjäger, becoming an officer in Fallschirmpioneer Battalion 7, 7th Flieger Division. He served in Crete and on the Russian front, receiving the German Cross in Gold. In 1942 Adolff was promoted to Hauptmann and given command of Fallschirmpioneer Battalion 7, which would become Fallschirmpioneer Battalion 1.

Adolff and his pioneers were rushed to the frontline, taking over defence of Primosole Bridge with his three companies. Over the next three days, Adolff put up a determined and fanatical defence of the bridge. When the British 50th Division finally secured a bridgehead on the northern bank, Adolff came up with a desperate plan to

destroy Primosole Bridge. Adolff loaded a truck with two aircraft bombs and packed it with explosives in a suicidal attempt to blow the bridge. After two failed attempts, Adolff came back for his third and final attempt. Driving through a hail of fire, Adolff almost reached the bridge before he was riddled with bullets. He was posthumously promoted to Major and awarded the Knight's Cross for his selfless act.

Hauptmann Heinz Paul Adolff is a Captain for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or the *Armies of Germany* book. In addition, Adolff may be taken in the 1943–44 – Defence of Italy Theatre Selector from the *Armies of Germany* book. He may also be taken in the Fallschirmjäger (Primosole Bridge) (page 136) Reinforced Platoon in this book.

Cost	155pts (Veteran Captain)							
Team	1 Officer and up to 2 men							
Weapons	Pistol sidearms and rifles, or SMGs as depicted on models.							
Options	- Hauptmann Adolff may be accompanied by 2 men at 14pts each - Hauptmann Adolff and his companions may be equipped with demolition charges for +3pts each - For +30pts Adolff gains a truck packed to the brim with explosives and aircraft bombs							
Special Rules	- Fallschirmjäger Officer: Adolff benefits from the Stubborn and NCO apprenticeship special rules. - Fanatical courage: Adolff and any fallschirmpioneer squad within his command range gain the fanatics special rule. - Adolff's Truck (If taken): If the truck is taken Adolff may not have companions. Adolff is determined to destroy his objective by himself. The truck has all of the normal stats of a truck (see page 74, Armies of German) but Adolff is the driver, making it a Veteran truck. The truck also loses its transport and towing functions and the MMG pintle mount option is also not available for Adolff's truck. He can still bestow the fanatical courage special rule when driving the truck, his troops are inspired by his reckless determination. The other major difference is that the truck can be used as a mobile bomb.							
	Filled with explosives and aircraft bombs, the truck can be detonated like a demolition charge. It can be detonated after an <i>Advance</i> or <i>Run</i> order. This can be an <i>Advance</i> or <i>Run</i> order while Adolff is driving the truck (he has chosen to sacrifice himself for his comrades and the greater Reich) or a similar order after Adolff has abandoned the stationary vehicle. At this point the explosives and bombs aboard detonate. The HE stats of the explosion is as follows: <table><tr><th>Diameter</th><th>Pen</th><th>Pins</th><th>Hits vs targets in buildings and bunkers</th></tr><tr><td>4" + D2"</td><td>5+</td><td>D6</td><td>3D6 +1</td></tr></table> Any models within the diameter (measure from the centre of the truck model) are hit, including any friendly units. To destroy buildings and bunkers the truck needs to be adjacent to the structure. For bridges or similar structures (overpasses etc) the truck needs to be on the structure. Obstacles such as barbed wire and minefields are gaped if at least 6 hits are gained from the 3D6 +1 roll. Models that are dug in or in bunkers are hit if they are within 2" of the truck's centre. They still receive D3 pins if they are outside 2" but within the diameter of the explosion. Adolff can mount and dismount the truck as per the transport rules but can only start the game dismounted if he is deployed on the table at the start of the game. Otherwise, he must come onto the table mounted. Because Adolff is the truck's driver, when he is dismounted the truck ceases being part of a unit (it doesn't have its own order dice) and cannot receive orders. It may still be shot at by the enemy, if the truck is knocked out by a 4+ roll on the damage results on vehicles table the truck blows up. The truck also blows up if a fire result is rolled and the morale check failed.	Diameter	Pen	Pins	Hits vs targets in buildings and bunkers	4" + D2"	5+	D6
Diameter	Pen	Pins	Hits vs targets in buildings and bunkers					
4" + D2"	5+	D6	3D6 +1					

COLONEL WILHELM SCHMALTZ

Wilhelm Schmalz was the type of commander that was respected and idolised by his men. Reliable, skilled, and adept at using his initiative, his performance during the Sicilian campaign exemplified these virtues.

Prior to the Sicilian campaign, Schmalz had fought through all the German Heer's major campaigns: Poland, France, the Balkans, and Russia. He won the Iron Cross 2nd and 1st Class in Poland and the Knight's Cross in France. Schmalz transferred to the HG (Hermann Göring) Panzer Division early in 1943. His performance in the Sicilian campaign had strategic impact, slowing and then blunting the British advance. For his performance in Sicily he received Oak-leaves to his Knight's Cross. Schmalz temporarily led the understrength HG Division through the fight at Salerno. He would again command the division during the latter stages of the Anzio campaign

until October 1944, when he was given command of Fallschirm-Panzerkorps 'Hermann Göring' fighting on the Russian Front. Under his leadership the corps performed well against overwhelming Russian forces until they laid down their arms on 8 May 1945.

Oberst William Schmalz is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or the *Armies of Germany* book. In addition, Schmalz may be taken in the following Theatre Selectors from the *Armies of Germany* book: 1939 – The September campaign, 1940 – The Battle of France, 1941 – Operation Barbarossa, 1942 – Operation Blue and 1943–44 – Defence of Italy. He may also be taken in the Kampfgruppe Schmalz ([page 135](#)) and Herman Göring Division (Sicily and Salerno) ([page 137](#)) found in this book.

Cost	200pts (Veteran Major)
Team	1 Officer and up to 2 men
Weapons	Pistols, rifles, or SMGs as depicted on models
Options	- May be accompanied by two panzergrenadiers for +13pts each
Special Rules	- Respected: Schmalz's men idolised and respected him and had faith in his leadership. When using the 'You Men, Snap To It' action, Schmalz may activate an extra unit. - Master of Movement: Schmalz's ability to move men where they needed to be frustrated the British throughout the early days of the Sicilian campaign and played a vital role in slowing their advance while other units ran away. Any force with Schmalz in its ranks may ignore the usual -1 penalty for order tests to bring units on from reserve.

BRITISH HEROES

MAJOR ROBERT 'PADDY' MAYNE

Robert 'Paddy' Mayne was a rare specimen, a brave but ruthless warrior, a daring and quick-witted leader and a man with immense physical strength and discipline. Before the war he was a world class rugby player and lawyer. When war broke out, he joined up immediately and signed on with No. 11 Commando. While in the North African desert he crossed paths with Captain David Stirling and became one of the founding members of the SAS. Mayne went on the rampage and created a legend doing whatever possible to achieve the mission including using his physical strength to rip out instrument panels on aircraft during the SAS' infamous airfield and supply line raids. It is estimated that Mayne destroyed more enemy aircraft on the ground than any man in the Second World War.

After Captain Stirling's capture in 1943, Mayne took charge of the 1st SAS Regiment and subsequently the Special Raiding Squadron. Mayne led the SRS through the Sicilian and Italian campaigns, cutting a swathe through

the enemy. After Termoli the SRS reverted back to the 1st SAS Regiment and were sent to England in preparation for the invasion of France. For the rest of the war Mayne served on the Western Front. Throughout his military career Mayne received the Distinguished Service Order an astounding 4 times narrowly missing out on the Victoria cross. After the war Mayne returned to his life as a solicitor in his hometown, dying behind the wheel of a sports car in 1955.

Major Robert Mayne is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. In addition, Mayne may be taken in the 1940–44 – Raiders! and 1940–43 – Behind Enemy Lines Theatre Selectors from the *Armies of Great Britain* book. Mayne may also be taken in the Special Raiding Squadron (Sicily) (page 146), Termoli Assault Force (page 150), and Chavasse Force (page 151) found in this volume.

Cost	Veteran Major 200pts
Composition	Paddy Mayne and up to 2 men
Weapons	Pistols, rifles, or SMGs as depicted on models
Options	- Mayne may be accompanied by two SRS soldiers at a cost of +18pts each
Special Rules	- Ruthless: Paddy Mayne and any section within command range receive a +1 to damage enemy infantry in assaults. (e.g., If Mayne is fighting an enemy veteran squad in an assault, he scores damage on a 4+ rather than the usual 5+). - Strong as an Ox: An enemy player must re-roll all successful rolls to wound Mayne. - SRS Training: 'Paddy' Mayne and his companions have the Behind Enemy Lines, Fitness Is Key, and Who Dares Wins! Special rules. - No National Characteristic: Paddy Mayne and his companions do not benefit from the a National Characteristic Army special rule.

MAJOR JOHN 'JOCK' ANDERSON, VC

During the Tunisian campaign, Major John Anderson of the 8th Argyll and Sutherland Highlanders was promoted from 1st Lieutenant to Major, and received the DSO and the Victoria Cross, the Empire's highest honour. The citation on his VC spoke of how he singlehandedly turned the battle of Longstop Hill around through heroism, determination, and the inspiration and motivation he gave his men. Due to wounds received at Longstop Hill he would miss the Sicilian campaign but would recover in time for the invasion of Italy. At Termoli, he and his men were forced back into the Valentino Brick Factory where

they were hit from all sides. Given orders to abandon their hopeless position at the brick factory, Anderson selflessly lead the withdrawal. Tragically, he would not survive the retreat.

Major John 'Jock' Anderson is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. In addition, Anderson may be taken in the 1942–43 – Tunisia Theatre Selector in the *Armies of Great Britain* book and the Termoli Assault Force Reinforced Platoon (page 150) found in this volume.

Cost	Veteran Major 190pts
Team	1 Officer and up to 2 men
Weapons	Pistols, rifles, or SMGs as depicted on models.
Options	- Major Anderson may can be accompanied by 2 men at +13pts each
Special Rules	- Tough fighter - Give 'em 'ell!: Anderson led his men by example, as his leadership on Longstop Hill demonstrated. Any unit within Anderson's command radius gains the Tough Fighters special rule.

SECOND LIEUTENANT EDWARD CLAPHAM

2nd Lt. Clapham was an artillery officer with the 1st Airlanding Anti-tank Battery that landed with the 1st Parachute Brigade at Primosole bridge. Clapham was instrumental in getting the surviving 6-pdr anti-tank guns unloaded and to where they needed to be. When he arrived, he was the only artillery officer there and went to work setting up an effective artillery defence. When the Germans arrived, Clapham's guns let loose effective volleys on the enemy. Clapham was awarded the Military Cross

for his efforts in defending the bridge and assisting the wounded, exposing himself to fire on many occasions.

2nd Lt. Edward Clapham is a Lieutenant for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. In addition, Clapham may be taken in the 1944 – Market Garden Theatre Selector in the *Armies of Great Britain* book and the 1st Airborne Reinforced Platoon (Primosole Bridge) (page 145) in this volume.

Cost	Veteran Second Lieutenant 90pts
Team	1 Officer and up to 2 men
Weapons	Pistols, rifles, or SMGs as depicted on models
Options	- Second Lieutenant Clapham may can be accompanied by 2 men at +14pts each
Special Rules	- Stubborn - Relay the Co-Ordinates: Clapham's command range is extended to 12" for artillery units. It remains 6" for all other unit types. - Fire For Effect: When Lt. Clapham uses You Men Snap To Action!, if the recipients are all artillery units he may pull up to three dice out of the order dice bag to give to those artillery units. If the recipient is any other unit type, he may only pull out one order dice as normal.

MAJOR PAUL TRIQUET, VC

Major Paul Triquet had a long military lineage on both sides of his family tree. His father fought with the French army in the First World War and instilled martial values in his son through running a cadet school in Quebec.

When war broke out, Triquet was a Sergeant Major with the French-Canadian Royal 22e Regiment (the Van

Doos), eventually gaining an officer's commission. In July 1943, Triquet landed with the 1st Canadian Division in Sicily. He fought at the head of his company throughout the Sicilian and then Italian campaigns until the Canadian's crossed the Moro river in December. On December 14th Triquet led his company into combat again with the all

important objective of Casa Berardi, which guarded the Cider crossroads and the western approaches to Ortona. Triquet and his men were met with heavy resistance which included Panzer IIIs and IVs. Not waiting for support, the Van Doos charged the panzers, taking them out with PIATs. Against withering fire they pushed onto Casa Berardi with only 14 men left and 4 Shermans which had come up to support. Taking the Manor house Triquet and his men resisted attack after attack, Triquet inspired his men on by chanting General Petain's mantra from the Battle of Verdun during the First World War: 'Ils ne

Passeront pas!' (They shall not pass!). For his role in the battle Triquet received the first Victoria Cross of the Italian campaign. He was also made a Knight of the French Legion of Honour for distinguished military service. Triquet ended the war a Brigadier General.

Major John Paul Triquet is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or *Armies of Great Britain* book. In addition, Triquet may be taken in the Eighth Army (Sicily) (page 146) and Canadian First Division (Italy, 1943) (page 152) Reinforced Platoons found in this book.

Cost	190pts (Veteran Major)
Team	1 Officer and up to 2 men
Weapons	Pistols, rifles, or SMGs as depicted on models
Options	- Major Triquet may can be accompanied by 2 men at +13pts each
Special Rules	- They Shall Not Pass!: Any friendly units within Triquet's command range gets the Tenacious Fighters special rule, which gives those units the Fanatics special rule when defending against assaults. - Tough as Old Boots (see page 144)

UNITED STATES HEROES

COLONEL JAMES 'JUMPIN JIM' GAVIN

James Gavin joined the army at the age of 17. At 18 he got into West Point, graduating a commissioned 2nd Lt. in 1929, and was one of the first to join the newly fledged 501st Airborne Battalion formed in 1941. As the Airborne expanded, Gavin rose to command the 505th PIR.

Gavin had always led from the front, never expecting anything from his men that he won't do himself and over Sicily he would be the first to jump out of his plane. After spending the first day trying to locate his men and his objective, Gavin and his ragtag companions finally made contact with reinforcements from the beach and other paratroopers on the morning of the second day. Locating a tactically important ridge Gavin acted decisively and marshalled the men he could to seize it, successfully defending it against the Hermann Göring Division and a company of Tigers. For his efforts at Biazza Ridge he was

awarded the Distinguished Service Cross. After Sicily Gavin was promoted to Brigadier General and became Assistant Divisional Commander of the 82nd, making him the youngest General in the U.S. Army. Gavin went on to serve with distinction in Normandy and Holland. By the end of the war he had been awarded the DSC with bronze Oak leaves, the Silver Star, and the Bronze Star with bronze Oak leaves.

Colonel James Gavin is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or the *Armies of the United States* book. In addition, Gavin may be taken in the 1944 – Normandy, 1944 – Operation Market Garden, and 1944 – Battle of the Bulge Theatre Selectors in the *Armies of the United States* book. He may also be taken in the 82nd Airborne Reinforced Platoon (Sicily) (page 155) in this volume.

Cost	Veteran Major 205pts
Team	1 Officer and up to 2 men
Weapons	Pistols, rifles, or SMGs as depicted on models
Options	- Colonel Gavin may can be accompanied by 2 men at +14pts each
Special Rules	- Stubborn: Gavin and any companions are stubborn. - Act With Courage: All units within Gavin's command range ignore one pin when making order tests. Units with 1 pin must still test. - Act With Initiative: At the start of each turn the US player controlling Colonel Gavin rolls a D6. On a roll of 4, 5, or 6 the US player receives the first order die on that turn.

COLONEL WILLIAM 'EL DARBO' DARBY

A West Point graduate, Darby began his military career in the artillery. Darby's unit was one of the first to be sent to England after America entered the war. When the opportunity came to lead a new unit based on the Commando model Darby grabbed it with both hands. The Rangers, with Darby in command, trained with the Commandos at Achnacarry, Scotland until they set off for Operation *Torch*. During the North African campaign Darby was awarded the Silver Star and Distinguished Service Medal.

For the Rangers' pivotal role in the Battle for Gela, Darby's exceptional leadership saw him awarded the Distinguished Service Cross, after he personally led a counterattack against Italian tanks prowling the streets of Gela. He led the Rangers through the rest of the Sicilian campaign, through Salerno and the triumphant entry into Naples, to the fighting on the Winter Line at Venafrò.

Darby's Rangers came to a tragic end at Anzio when the 1st and 3rd Ranger Battalions were destroyed at Cisterna. Darby served with the 45th Infantry Division, leading the 179th Regiment through some of the most desperate fighting of the Anzio campaign. In April 1945 Darby went back to the front line in Italy, joining the 10th Mountain Division when again tragedy struck. Artillery fire landed on Darby's position and a piece of shrapnel tore through his heart. Darby died of his wounds and was posthumously promoted to Brigadier General.

Colonel William Darby is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or the *Armies of the United States* book. In addition, Darby may be taken in the 1944 – Anzio, The Road to Rome Theatre Selector from the *Armies of the United States* book and the X Force, Darby's Rangers Reinforced Platoon (Sicily) (page 155) found in this volume.

Cost	Veteran Major 200pts
Team	1 Officer and up to 2 men
Weapons	Pistols, rifles, or SMGs as depicted on models
Options	- Colonel Darby may can be accompanied by 2 men at 17pts each
Special Rules	- Able Leadership: Any Ranger unit in Darby's force may ignore one pin when making order tests. Units with 1 pin must still test. - Artillery Training: If Darby has not been given an order on the current turn, he may act as a spotter for any mortar teams, artillery units, or artillery observers on the table that have been given a <i>Fire</i> order. If he chooses to do so, pull a friendly order die from the bag and place it next Darby's model with the <i>Fire</i> order facing up. If Darby acts as a spotter he may not use the You Men Snap to Action command to order other units that turn - Ranger Training: Darby and his companions have the Light Recognition, Tough Fighters, Rangers Lead the Way!, and Arhnacarry Training special rules.

LT GENERAL GEORGE S. PATTON JR.

George S. Patton is an American legend. His contribution to the Allied war effort was monumental. Patton was a stickler for discipline and was pious and profane, blustering and thoughtful, eccentric but brilliant, and controversial in his attitudes. His one standing order to his troops was to keep pressure on the enemy relentlessly. He was feared and respected by the Germans, who saw him as the Allies' best commander.

When Patton took over command of II Corps in Tunisia, he had two major objectives: the first was to defeat the enemy. The second was to restore the confidence, reputation, and prestige of the American Army after the debacle at the Kasserine Pass. However, American's secondary role in Operation *Husky* convinced Patton there was still more work to be done. Patton's bold and rapid advance brought him personal prestige, pride, and victory when he entered Messina ahead of the British, restoring American confidence. However, the victory was short

lived, as news of an incident involving Patton slapping and abusing soldiers with battle fatigue reached the press and the American public. He was given a year-long probation, which was only lifted when he was given command of 3rd Army in July 1944.

Militarily, Patton will be remembered most for his successes in the later phases of the war: the smashing breakout from Normandy; his blitzkrieg across France; and his dramatic role in the Ardennes offensive, where he turned his heavily engaged army 90 degrees into a headlong advance on Bastogne, in the space of 48 hours, in the dead of winter. Patton ended the war driving the 3rd Army deep into Germany, capturing town after town and countless prisoners. After attending several victory parades in his honour across the United States, Patton was killed in a tragic car accident in Germany on 8 December 1945.

Lt. General George S. Patton Jr. is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action*

rulebook or the *Armies of the United States* book. In addition, Patton may be taken in the 1943 – El Guettar First US Victory, 1943 – Rommel's Defeat, 1943 – Operation *Husky*, 1944 – Operation *Cobra*, 1944 – Battle of the Bulge, and

1945 – Rhineland Theatre Selectors from the *Armies of the United States* book. He may also be taken in the 1st Infantry Division (Sicily) (page 157) and 2nd Armoured (page 157) Reinforced Platoons in this supplement.

Cost	215pts (Veteran Major)
Team	1 Officer and up to 2 men
Weapons	Patton has two ivory-handled pistols. He fires them at the same time giving him a rate of fire of 2 shots. His companions may have pistols, rifles, or SMGs as depicted on models
Options	- Patton may can be accompanied by 2 men at +13pts each
Special Rules	- Hold 'em by the Nose and Kick 'em in the Ass!: Patton's mentality was always to keep on the offensive, with aggressive manoeuvre being central to that. Any units in Patton's force that are outflanking may come on 12" further forward than they are usually allowed to by the outflanking rules (e.g., a unit coming in from outflank on turn 3 can come on 36" up the chosen flank rather than 24"). If the outflanking unit comes onto the table on turn 5, they may also come on from their opponent's edge 12" in from the chosen flank. If they come on on turn 6, they may arrive up to 24" in from their chosen flank. - I Won't Subsidise Cowardice!: Any unit within 12" of Patton rerolls failed morale checks. Units within 12" also increase their rout threshold (see page 42 of the <i>Bolt Action</i> rulebook) by 1 (e.g., a regular unit normally needs to have 9 pins to rout; if Patton is in range, they rout on 10 pins). Patton has approached the unit and has either chewed them out, slapped them around, or given them a swift kick in the pants. - Ol' Blood 'n' Guts!: Losing Ol' Blood 'n' Guts would be detrimental to the American war effort. In any scenario that has Victory Points, if Patton is killed his side loses 2 Victory Points. - We're Gonna Go Through Them Like Crap Through Goose!: Every non-Ranger infantry squad in Patton's force that is deployed on the table may make a free Run move after both sides have finished set-up, before the first turn of the game (in the same way as Ranger units). These units cannot assault and cannot be targeted by enemy units in ambush.

COLONEL ROBERT T FREDERICK

Frederick graduated from West Point in 1928. After receiving his officer's commission, he joined the coastal artillery and served there until 1939, when he was assigned to the War Plans Division. It was here that he came across plans for an operation in Norway called Operation *Plough*. Frederick highlighted critical problems with the plan in his report, advising it should be scrapped. The Pentagon went ahead with the plan and, to his surprise, Frederick was given command of it. Though Operation *Plough* was eventually canceled, Frederick had created the FSSF (First Special Service Force) for it.

In time a role was found for the FSSF and Frederick led it through the storied battles of La Difensa and La Remetanea, and on to the mountains north of the

Mignano Gap. After the force's extraordinary performance at Anzio, Frederick was promoted to Major General and given command of the First Airborne Task Force, which fought in southern France. Frederick ended the war in command of the 45th Division, one of the youngest division commanders. During the course of the war Frederick accumulated 9 purple hearts, a testament to his courage and leadership style.

Colonel Robert Frederick is a Major for the purposes of the generic Reinforced Platoon from the *Bolt Action* rulebook or the *Armies of the United States* book. In addition, Frederick may be taken in the FSSF Reinforced Platoon (Monte La Difensa) found in this book.

Cost	190pts (Veteran Major)
Team	1 Officer and up to 2 men
Weapons	Pistols, rifles, or SMGs as depicted on models
Options	- Colonel Frederick may can be accompanied by 2 men at +16pts each
Special Rules	- FSSF training: Frederick and his companions have the Tough Fighters, Freddie's Freighters and Masters of Concealment special rules. - Lead from the Front: Frederick instilled the need for inspirational leadership in all of his officers. They had to lead by example and lead from the front. When Frederick or any officers in the same force have been given a <i>Fire</i>, <i>Run</i>, or <i>Advance</i> order during a turn, infantry squads within their command range may ignore 1 pin when making morale checks and order tests. Units with 1 pin must still test.

NEW THEATRE SELECTORS



THE ITALIAN ARMY

Following the defeats the Italian Armed forces had endured since Italy's entry into the Second World War, Italian morale was in steep decline. Poor and outdated equipment, inadequate leadership, an out-of-date military philosophy, and destruction of the *Regio Esercito's* (Royal Italian Army) best formations in North Africa dissolved Mussolini's dream of a new Roman Empire. The bombing of Rome and the invasion of Sicily saw the Italian population seethe with contempt for Il Duce's leadership and this attitude permeated the ranks of the Italian military.

ARMY SPECIAL RULES

For force selectors and scenarios found in this book, use the following army special rules in lieu of the special rules found in the *Armies of Italy and the Axis* book.

DEFEAT AFTER DEFEAT, FOLLOWED BY IMPENDING DEFEAT

This special rule is a modified version of the 'Avanti Savoia!' special rule, representing the collapse of Italian morale in Sicily. At the beginning of each game turn subtract the number of units lost by the Italian player from the number of units lost by the opposing player (keep track of the order dice lost by both sides). If the number is -3 or worse (i.e., the Italians have lost three more units than their opponent), all friendly Italian units have their basic morale reduced by 1.

DEFENSIVE STRATEGY

Use as presented on [page 11](#) of *Armies of Italy and the Axis*.

POOR OFFICERS

Italian junior officer training did little to prepare them for the tactical and psychological challenges that lay ahead. Requirements to enter the officer corps was solely based on physical testing. What little instruction they did receive focused on the Royal Army's outmoded military philosophy and a focus on defence over offence. The result was a reluctance to undertake offensive operations. Italian officers may only add their command value to *Ambush*, *Fire*, and *Rally* order tests.

FORZA D'ANIMO

Though many of their German allies looked on the Italians with disdain and mistrust, this attitude did not extend to all the Italian units they came across. The Germans had a healthy respect for the abilities of the Italian artilleryman throughout the war. The Italian paratroopers of Italy's Folgore Division were also highly respected, having built up an illustrious reputation at the Battle of El Alamein and in the Tunisian campaign. All Italian artillery, self-propelled artillery, Folgore Paracadutisti infantry, and all X Reggimento Arditi units remove D2 pins whenever they pass an order test, instead of the usual one pin.

Italians deploy in defence of their homeland





SICILY

GRUPPO MOBILI CARRI REINFORCED PLATOON

The mobile groups concentrated the Italian's tank and mechanised forces in battle groups to counteract any Allied beachhead. Made up of obsolete tank units, the mobile groups had to make do with what they had at their disposal.

1 Captured Renault R35 with the command vehicle special rule for +25pts, or Sub-Lieutenant Angiolini Navari's Captured Renault R35

2 vehicles: Captured Renault R35s

Plus:

Headquarters

0-1 Lieutenant – First or Second

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

0-1 Intelligence Officer

0-1 Chaplain

Infantry

0-4 Infantry squads: Motociclisti Infantry sections, Bersaglieri Infantry sections, Camicie Nere (Blackshirts) Militia Infantry Sections, Divisione Costiera sections

0-1 Medium Machine Gun team

0-1 Mortar team: Light, Medium

0-1 Sniper team

0-1 Flamethrower team

0-1 Solothurn 20mm anti-tank rifle

Artillery

0-1 gun from:

Field artillery: Light, Medium

Anti-tank gun: 47/32 Elefantino

Anti-aircraft gun: Breda 20mm

Tanks, Tank destroyers, and Anti-aircraft vehicles

0-2 vehicles from: Captured Renault R35, FIAT 3000, L3 Tankette (any variant), Semovente 47/32, AA Truck

Transports and Tows

Every infantry and artillery unit must have a transport or tow.

1 transport vehicle per infantry unit, with the exception of units with motorbikes, from: FIAT 508 CM, Truck

1 tow per artillery piece from: Truck, Wheeled Artillery Tractors, Breda 61 Artillery Tractor

DIVISIONE COSTIERA REINFORCED PLATOON

The Italian Coastal Divisions were the Axis forces' first line of defence. They were to hold the line and weaken the enemy on the shoreline until reinforcements could come to their aid. In the first days of the invasion the coastal divisions effectively disintegrated.

1 Lieutenant – First or Second

2 Infantry squads: Divisione Costiera sections

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

0-1 Intelligence Officer

0-1 Chaplain

Infantry

0-4 Infantry squads: Divisione Costiera sections, Bersaglieri Infantry sections, Inexperienced Infantry sections, Camicie Nere (Blackshirts) Militia Infantry sections, a maximum of 1 Motociclisti Infantry section

0-1 Medium Machine Gun team

0-1 Mortar team: Light, Medium

0-1 Solothurn 20mm anti-tank rifle

Artillery

0-1 gun from:

Field artillery: Light, Medium, Heavy

Anti-aircraft gun: Breda 20mm

Transports and Tows

0-1 transport per unit per infantry unit from: FIAT 508 CM or Truck

0-1 tow per artillery piece from: Mule team, Horse-drawn limber, Truck, Wheeled Artillery Tractor, Breda Artillery Tractor

Italian Army
R35 Light Tank





SPECIAL RULES

Coastal Defences

Coastal divisions can place an Italian pillbox rather than an emplacement when using the Defensive Strategy special rule.

Multinational Forces

A multinational force may be created with the German Kampfgruppe Schmalz or Fallschirmjäger Reinforced Platoon (Primosole Bridge). See the Multinational Forces rules on [page 166](#).

Second Rate

All infantry weapon teams (machine guns, mortars etc) must be Inexperienced.

droves. After two days of combat the Livorno Division was practically finished as a fighting force.

1 Lieutenant – First or Second

2 Infantry squads: Inexperienced Infantry sections

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

0-1 Intelligence Officer

0-1 Chaplain

FUCILIERI REINFORCED PLATOON

The regular army in Sicily were made up of the untested Livorno, Aosta, Assietta and Napoli Infantry Divisions. The Livorno was said to be of good spirits prior to the invasion, but they were green. In the first days of the invasion the Livorno Division suffered horrific casualties. Poorly led and trained they were mown down in

Italian Army HQ



Infantry

0–4 Infantry sections from: Inexperienced Infantry sections, Regular Infantry sections, Divisione Costiera sections, Camicie Nere (Blackshirts) Militia Infantry sections, a maximum of 2 Bersaglieri Infantry sections, Paracadutisti Infantry Sections, a maximum of 1 Motociclisti Infantry section, X Arditi section, X Arditi Saboteur Section, Guastatori Destruction Group, Guastatori Support Group, Carabinieri Section
0–1 Medium Machine Gun team
0–2 Mortar teams: Light, Medium (if two mortar teams are taken, one must be a light mortar team)
0–1 Sniper team
0–1 Flamethrower team
0–1 Solothurn 20mm anti-tank rifle

Artillery

0–2 guns from:
Field artillery: Light, Medium, Heavy
Anti-tank gun: 47/32 Elefantino
Anti-aircraft gun: Breda 20mm, a maximum of 1 90/53 Dual-Purpose AA gun

Tanks, Tank destroyers, and Anti-aircraft vehicles

0–1 vehicle from: Captured R35, FIAT 3000, Semovente 47/32, Semovente 75/18, Semovente 90/53, AA Truck

Transports and tows

0–1 transport per unit per infantry unit from: FIAT 508 CM, Truck
0–1 tow per artillery piece from: Horse-drawn limber, Mule team, Truck, Wheeled Artillery Tractor, Breda Artillery Tractor

SPECIAL RULES

Multinational Forces

A multinational force may be created with the German Kampfgruppe West HGD, German Kampfgruppe Schmalz, Panzergrenadier Reinforced Platoon (Sicily 15th and 29th PGD), or Hermann Göring Division (Sicily and Salerno) Reinforced Platoons. See the Multinational Forces rules on [page 166](#).



Italian Army Medium Mortar Team

GRUPPO TATTICO REINFORCED PLATOON

The Tactical Groups were made of the 6th Army's mobile and elite infantry, predominately Bersaglieri and Blackshirt units. Many of these tactical groups fought bravely and put up the most effective resistance of the Italian units fighting in the Sicilian campaign.

1 Lieutenant – First or Second

2 Infantry squads: Bersaglieri Infantry sections or Camicie Nere (Blackshirts) Militia Infantry sections

Plus:

Headquarters

0–1 Captain, Major, or Major General Enrico Francisci
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Intelligence Officer
0–1 Chaplain

Infantry

0–4 Infantry squads: Bersaglieri Infantry sections, Camicie Nere (Blackshirts) Militia Infantry sections, Motociclisti Infantry sections, maximum of 1 Carabinieri section
0–1 medium machine gun team.
0–2 Mortar teams: Light, Medium (if two mortar teams are taken, one must be a light mortar team)
0–1 Sniper team
0–1 Flamethrower team
0–1 Solothurn 20mm anti-tank rifle

Artillery

0–1 gun from:
Field artillery: Light, Medium, Heavy
Anti-tank gun: 47/32 Elefantino
Anti-aircraft gun: 90/53 Dual-purpose AA gun

Armoured cars

0–1 vehicle from: Autoblinda 41 (AB41)

Tank destroyers

0–1 vehicle from: Semovente 47/32, Semovente 75/18

Transports and Tows

0–1 transport per unit per infantry unit from: FIAT 508 CM, Truck
0–1 tow per artillery piece from: Horse-drawn limber, Mule team, Truck, Wheeled Artillery Tractor, Breda Artillery Tractor

X REGGIMENTO ARDITI REINFORCED PLATOON

The 10th Regiment Arditi was made of battle-proven veterans that were to be Italy's answer to the British Commandos. The Arditi showed their worth as frontline assault troops in Sicily, fighting British paratroopers at Acireale and around Primosole bridge.

- 1 X Arditi officer
- 2 Infantry squads: X Arditi sections

Plus:

Headquarters

- 0-1 X Arditi officer
- 0-1 Medic
- 0-1 Forward Observer (either Artillery or Air)
- 0-1 Intelligence Officer
- 0-1 Chaplain

Infantry

- 0-4 Infantry squads: X Arditi sections, X Arditi Saboteur sections, a maximum of 2 Inexperienced Infantry sections
- 0-1 Light Mortar team
- 0-1 Sniper team
- 0-1 Flamethrower team

Armoured cars

- 0-1 vehicle from: Sahariana SPA-Viberti AS42

Transports and Tows

- 0-1 transport per infantry unit from: FIAT 508 CM, Truck

SPECIAL RULES

Multinational Forces

A multinational force may be created with a Fallschirmjäger Reinforced Platoon (Primosole Bridge). See the Multinational Forces rules on [page 166](#).

X Arditi Support

Infantry weapons teams in this Reinforced Platoon have Tough Fighters, Behind Enemy Lines and Forza d'Animo for +3pts per man in the unit.

THE GERMAN ARMY

SICILY

KAMPFGRUPPE WEST HGD

Kampfgruppe West was the most powerful group of the Hermann Göring Panzer Division's Kampfgruppen, containing most of the division's Panzer IIIs and IVs, supported by reconnaissance troops, pioneers and two heavy batteries of artillery.

- 1 Command Vehicle (must add command vehicle rule for +25pts): Panzer III Ausf N
- 2 vehicles: Panzer III Ausf L, M, or N, Panzer IV Ausf G

Plus:

Headquarters

- 0-1 Lieutenant – First or Second
- 0-1 Captain or Major
- 0-1 Medic
- 0-1 Forward Observer (either Artillery or Air)
- 0-1 Intelligence Officer
- 0-1 Chaplain

Infantry

- 0-4 Infantry squads: HGD Panzergrenadier squads (Sicily 10-12 July), Heer Pioneer squads (may be equipped with demolition charges see [page 165](#))

- 0-1 Medium Machine gun team
- 0-1 Medium Mortar team
- 0-1 Flamethrower team
- 0-1 Anti-tank rifle team
- 0-1 Goliath team

Artillery

- 0-1 gun from: Field artillery: Heavy
- Anti-tank gun: Panzerbüchse 41, 50mm PaK 38, 75mm PaK 40
- Anti-aircraft gun: 37mm Flak 36, 88mm Flak Dual Purpose AA/AT Gun

Armoured cars, Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

- 0-2 vehicle from: Motorcycle with machine gun sidecar, SdKfz 222 or 223 Light Armoured Car, SdKfz 321 Heavy Armoured Car (8-Rad), Panzer III Ausf L or M, Panzer IV Ausf G, SdKfz 251/9 Stummel, Grille, SdKfz 10/4 with Flak 38, SdKfz 7/1

Transports and Tows

- The platoon must include enough transport vehicles to transport all infantry and artillery units
- 1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, Maultier Half-track
- 1 tow per artillery piece from: Heavy Field Car, Truck, SdKfz 10 Half-track, SdKfz 7 Half-track

SPECIAL RULES

Multinational Forces

A multinational force may be created with the Fucilieri Reinforced Platoon. See the Multinational Forces rules on [page 166](#).

KAMPFGRUPPE EAST HGD

The Eastern battleground was centred around two battalions of panzergrenadiers, two artillery batteries, and their trump card: a company of 17 Tiger tanks.

1 Lieutenant – First or Second

2 Infantry squads: HGD Panzergrenadier squads (Sicily 10–12 July)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: HGD Panzergrenadier squads (Sicily 10–12 July)

0–1 Medium Machine Gun team

0–1 Mortar team: Medium, Heavy

0–1 Flamethrower team

0–1 Anti-tank rifle team

Artillery

0–2 guns from:

Field artillery: Light, Medium, Heavy, 150mm Nebelwerfer 41

Anti-tank gun: Panzerbüchse 41, 50mm PaK 38, 75mm PaK 40

Anti-aircraft gun: 37mm Flak 36, 88mm Flak Dual Purpose AA/AT Gun

Tanks and Anti-aircraft vehicles

0–1 vehicle from: Tiger I, SdKfz 10/4 with Flak 38, SdKfz 7/1

Transports and Tows

0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck

0–1 tow per artillery piece from: Heavy Field Car, Truck, SdKfz 10 Half-track, SdKfz 7 Half-track

KAMPFGRUPPE SCHMALZ

Kampfgruppe Schmalz became a frustration to Monty's plans just when it looked like the Axis were collapsing. The Kampfgruppe was made up of a panzer battalion, a half-tracked panzergrenadier battalion, a fortress regiment with two battalions, a company of StuG IIIs, and supporting reconnaissance and artillery units.

1 Lieutenant – First or Second

2 Infantry squads: HGD Panzergrenadier squads (Sicily and Salerno)

Plus:

Headquarters

0–1 Captain or Major, Fallschirmjäger officer (any rank), or Colonel Wilhelm Schmaltz

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: HGD Panzergrenadier squads (Sicily and Salerno), Fallschirmjäger squads (Sicily and Salerno), Festung squads, maximum of 2 Fallschirmpioneer squads (Sicily and Salerno)

0–1 Medium Machine Gun team

0–1 Mortar team: Medium, Heavy

0–1 Sniper team

0–1 Flamethrower team

0–1 Anti-tank rifle team

Artillery

0–1 gun from:

Field artillery: Light, Medium, Heavy

Anti-tank gun: Panzerbüchse 41, 50mm PaK 38, 75mm PaK 40

Anti-aircraft gun: 37mm Flak 36, 88mm Flak Dual Purpose AA/AT Gun



German Heer 75mm PaK
40 Anti-tank Gun

Armoured cars

0–1 vehicle from: Motorcycle with machine gun sidecar, SdKfz 222 or 223 Light Armoured Car, SdKfz 321 Heavy Armoured Car (8-Rad)

Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

0–2 vehicles from: SdKfz 251/22 Pakwagen, StuG III Ausf G, StuH 42, SdKfz 251/9 Stummel, Grille, SdKfz 10/4 with Flak 38, SdKfz 7/1

Transports and Tows

0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, Maultier Half-track, SdKfz 251/1 Half-track
0–1 tow per artillery piece from: Mule team, Heavy Field Car, Truck, SdKfz 10 Half-track, SdKfz 7 Half-track

SPECIAL RULES**Multinational Forces**

A multinational force may be created with the Divisione Costiera Reinforced Platoon or Fucilieri Reinforced Platoon. See the Multinational Forces rules on [page 166](#).

FALLSCHIRMJÄGER REINFORCED PLATOON (PRIMOSOLE BRIDGE)

The British assault on Primosole Bridge led the German Fallschirmjäger to create an ad hoc force from rear echelon units, flak artillery, Italian artillery, machine gun battalions, and assault guns from Kampfgruppe Schmalz, with support from the Luftwaffe.

1 Fallschirmjäger Lieutenant – First or Second
2 Infantry squads: Fallschirmjäger squads (Sicily and Salerno) or Fallschirmjäger Rear Echelon squads

Plus:

Headquarters

0–1 Fallschirmjäger Captain or Major, Hauptmann Adolff, or Hauptmann Heinz Meyer
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Intelligence Officer
0–1 Chaplain

Infantry

0–4 Infantry squads: Fallschirmjäger squads (Sicily and Salerno), Fallschirmjäger Rear Echelon squads, Fallschirmpioneer squads (Sicily and Salerno)
0–3 Medium Machine Gun teams
0–1 Mortar team: Medium, Heavy
0–1 Sniper team

0–1 Flamethrower team

0–1 Anti-tank rifle team

Artillery

0–1 gun from:
Field artillery: Light, 75mm LG40
Anti-tank gun: Panzerbüchse 41, 50mm PaK 38, 88mm Raketenwerfer
Anti-aircraft gun: 88mm Flak Dual Purpose AA/AT Gun

Armoured cars

0–1 vehicle from: Motorcycle with machine gun sidecar

Assault guns

0–1 vehicle from: StuH 42

Transports and Tows

0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck
0–1 tow per artillery piece from: Kettenkrad, Heavy Field Car, Truck, SdKfz 7 Half-track

SPECIAL RULES**Fallschirmjäger Support**

All infantry team weapons and artillery units may have the Stubborn special rule for +1pt per man in the unit. All units upgraded in this way benefit from the the Fallschirmjäger officer's NCO apprenticeship special rule when in the officer's command range.

Multinational Forces

A multinational force may be created with the Divisione Costiera or X Arditi Reinforced Platoons. See the Multinational Forces rules on [page 166](#).

PANZERGRENADIER REINFORCED PLATOON (SICILY)

The 15th PG Division began as an ad hoc conglomeration of units that were meant to reinforce the last dying pockets of resistance in Tunisia. The division had a core of experienced veterans, but was weakened when 17 Tigers were reallocated to the Hermann Göring Division. The division fought some of the toughest battles of the campaign and were left battered by the time they evacuated Sicily. The original 29th Panzergrenadier Division had been destroyed at Stalingrad and was rebuilt with a strong core of veterans in June 1943. It was well equipped with 3 StuG batteries supporting its 2 Panzergrenadier regiments and batteries of self-propelled artillery.

- 1 Lieutenant – First or Second
- 2 Infantry squads: Panzergrenadier squads (Sicily and Salerno)

Plus:

Headquarters

- 0–1 Captain or Major
- 0–1 Medic
- 0–1 Forward Observer (either Artillery or Air)
- 0–1 Intelligence Officer
- 0–1 Chaplain

Infantry

- 0–4 Infantry squads: Panzergrenadier squads (Sicily and Salerno), maximum of 2 Feldersatz squads, Festung squads, Heer Pioneer squads (may be equipped with demo charges, see [page 165](#))
- 0–2 Medium Machine Gun teams
- 0–1 Mortar team: Medium, Heavy
- 0–1 Flamethrower team
- 0–1 Anti-tank rifle team
- 0–1 Goliath team

Artillery

- 0–1 gun from:
 - Field artillery: Light, Medium, Heavy, 150mm Nebelwerfer 41
 - Anti-tank gun: 50mm PaK 38, 75mm PaK 40
 - Anti-aircraft gun: 20mm Flak 38, 20mm Flakvierling 38, 88mm Flak
 - Dual Purpose AA/AT Gun

Armoured cars

- 0–1 vehicle from: Motorcycle with machine-gun sidecar, SdKfz 221, 222, or 223 Light Armoured Car, SdKfz 231 or 233 Heavy Armoured Car (8-Rad), SdKfz 250/10

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

- 0–1 vehicle from: Panzer II Ausf F, Panzer III Ausf L or M, Panzer IV Ausf G, SdKfz 251/22 Pakwagen, Marder II, Marder III, StuG III Ausf G, SdKfz 250/7, SdKfz 251/9 Stummel, Grille, Wespe, SdKfz 10/4 with Flak 38

Transports and Tows

- 0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, Maultier Half-track, SdKfz 251/1, SdKfz 250/10
- 0–1 tow per artillery piece from: Mule team, Heavy Field Car, Truck, Maultier Half-track, SdKfz 10 Half-track, SdKfz 7 Half-track

SPECIAL RULES

Multinational Forces

A multinational force may be created with the Fucilieri Reinforced Platoon. See the Multinational Forces rules on [page 166](#).

HERMANN GÖRING DIVISION REINFORCED PLATOON (SICILY AND SALERNO)

The Hermann Göring Division (minus KG Schmalz) fought some effective rear-guard actions against the British XXX Corps before it joined KG Schmalz to defend the Catania Line, the Etna Line, and finally Messina itself. The Hermann Göring Division were the last German unit to leave Sicily; its honour restored after its poor performance in the early days of the campaign.

At Salerno the division's main focus was against the Allies northern flank almost throwing the commandos there into the sea. It also made a drive for Salerno from the north almost driving to its outskirts. Attached to the division were the III/1st Fallschirmjäger Regiment.

- 1 Lieutenant – First or Second
- 2 Infantry squads: HGD Panzergrenadier squads (Sicily and Salerno)

Plus:

Headquarters

- 0–1 Captain, Major, or Wilhelm Schmaltz
- 0–1 Medic
- 0–1 Forward Observer (either Artillery or Air)
- 0–1 Intelligence Officer
- 0–1 Chaplain

Infantry

- 0–4 Infantry squads: HDG Panzergrenadier squads (Sicily and Salerno), Heer Pioneer squads (may be equipped with demo charges see [page 165](#)), Fallschirmjäger squads (Sicily and Salerno), Festung squads, Feldersatz squad, maximum of 2 Fallschirmpioneer squads (Sicily and Salerno)
- 0–2 Medium Machine Gun teams
- 0–1 Mortar team: Medium, Heavy
- 0–1 Sniper team
- 0–1 Flamethrower team
- 0–1 Anti-tank rifle team
- 0–1 Goliath team



Artillery

0–1 gun from:

Field artillery: Light, Medium, Heavy, 75mm LG40, 105mm LG40/1, 150mm Nebelwerfer 41

Anti-tank gun: Panzerbüchse 41, 50mm PaK 38, 75mm PaK 40

Anti-aircraft gun: 37mm Flak 36, 88mm Flak Dual Purpose AA/AT Gun

Armoured cars

0–1 vehicle from: Motorcycle with machine-gun sidecar, SdKfz 222 or 223 Light Armoured Car, SdKfz 231 or 233 Heavy Armoured Car (8-Rad), SdKfz 250/9

Tanks, Tank destroyers, Assault guns, Self-propelled artillery, Anti-aircraft vehicles

0–2 vehicles from: Panzer III Ausf L, M or N, Panzer IV Ausf G, Tiger I, SdKfz 251/16 Flammpanzerwagen, SdKfz 251/22 Pakwagen, Marder II or III, StuG III Ausf G, StuH 42, SdKfz 250/7, SdKfz 251/9 Stummel, Grille, Wespe, Hummel, SdKfz 7/1 or 7/2, SdKfz 10/4 with Flak 38

Transports and Tows

0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, Maultier Half-track, SdKfz 251/1

0–1 tow per artillery piece from: Mule team, Heavy Field Car, Truck, SdKfz 10 Half-track, SdKfz 7 Half-track

SPECIAL RULES

Multinational Forces

If running a Sicilian campaign-based list, a multinational force may be created with the Divisione Costiera Reinforced Platoon or Fucilieri Reinforced Platoon. See the Multinational Forces rules on [page 166](#).

Tiger I

Salerno-based lists can't take Tiger I tanks.

SALERNO AND TERMOLI KAMPFGRUPPE VON DOERING (16TH PANZER)

Kampfgruppe von Doering led by its bold commander, Berndt von Doering struck time and again with brutal potency. It drove its tanks to the shoreline as the US 36th landed, almost broke the Allied beachhead in two on the Calore and it gave the British a good bashing at Termoli.

1 Command Vehicle (must add command vehicle rule for +25pts):
Panzer III Ausf M, Panzer IV Ausf G or H.

2 vehicles: Panzer IV Ausf G or H

Plus:

Headquarters

0–1 Lieutenant – First or Second

0–1 Captain, Major, Oberst Berndt von Doering

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Panzergrenadier squads (Sicily and Salerno), maximum of 2 Heer Pioneer squads (may be equipped with demo charges see [page 165](#)), Fallschirmjäger squads (Sicily and Salerno)

0–2 Medium Machine Gun teams

0–1 Medium Mortar team

0–1 Sniper team

0–1 Flamethrower team

0–1 Anti-tank rifle team

0–1 Goliath team

Artillery

0–1 gun from:

Field artillery: Light, Medium

Anti-tank gun: 75mm PaK 40

Anti-aircraft gun: 20mm Flak 38, 88mm Flak Dual Purpose AA/AT Gun

Tanks and Self-propelled artillery

0–2 vehicles from: Flammpanzer III, Panzer IV Ausf G or H, Grille, Wespe, Hummel

Transports and Tows

The platoon must include enough transport vehicles to transport all infantry and artillery units.

1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, SdKfz 251/1, SdKfz 251/10

1 tow per artillery piece from: Heavy Field Car, Truck, Maultier Half-track, SdKfz 10 Half-track, SdKfz 7 Half-track

SPECIAL RULES

Panzer Elite

All units in this force with the exception of transports and tows must be veteran units.



KAMPFGRUPPE STEMPEL (16TH PANZER)

Kampfgruppe Stempel was largely responsible for the destruction of two British Battalions in the first two days of the battle for Salerno alone. The Kampfgruppe's damaging strikes continued throughout the battle for Salerno and at Termoli. The 16th Panzer fought on with the LXXVI Panzer corps until it was withdrawn from Italy and deployed on the Russian front.

1 Lieutenant – First or Second

2 Infantry squads: Panzergrenadier squads (Sicily and Salerno)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Panzergrenadier squads (Sicily and Salerno), Heer Pioneer squads (may be equipped with demo charges see [page 165](#)), a maximum of 2 Fallschirmjäger squads (Sicily and Salerno)

0–2 Medium Machine Gun teams

0–1 Medium Mortar team

0–1 Sniper team

0–1 Flamethrower team

0–1 Anti-tank rifle team

0–1 Goliath team

Artillery

0–1 gun from

Field artillery: Light, Medium

Anti-tank gun: 75mm PaK 40

Anti-aircraft gun: 20mm Flak 38, 88mm Flak Dual Purpose AA/AT Gun

Tank destroyers and Self-propelled artillery

0–2 vehicles from: SdKfz 251/16 Flammpanzerwagen, StuG III

Ausf G, Grille, Wespe, Hummel

Transports and Tows

0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, SdKfz 251/1, SdKfz 251/10

0–1 tow per artillery piece from: Heavy Field Car, Truck, Maultier Half-track, SdKfz 10 Half-track, SdKfz 7 Half-track

SPECIAL RULES

Panzer Elite

All units in this force with the exception of transports and tows must be Veteran units.

KAMPFGRUPPE ULICH (29TH PGD)

In combination with the German drive on the Allies' centre on Black Monday, the routing of 4 American battalions by Kampfgruppe Ulich on Hill 424 and Altavilla was one of the most deadly and iconic events of the battle of Salerno.

1 Lieutenant – First or Second

2 Infantry squads: Panzergrenadier squads (Sicily and Salerno)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Panzergrenadier squads (Sicily and Salerno), Heer Pioneer squads (may be equipped with demo charges see [page 165](#)), a maximum of 2 Fallschirmjäger squads (Sicily and Salerno)

0–2 Medium Machine Gun teams

0–1 Medium Mortar team

0–1 Sniper team

0–1 Flamethrower team

0–1 Anti-tank rifle team

0–1 Goliath team

Artillery

0–1 gun from:

Field artillery: Light, Heavy

Anti-tank gun: 75mm PaK 40

Anti-aircraft gun: 88mm Flak Dual Purpose AA/AT Gun

Armoured cars

0–2 vehicle from: Motorcycle with machine-gun sidecar, SdKfz 221, 222, or 223 Light Armoured Car, SdKfz 231 or 233 Heavy Armoured Car (8-Rad), SdKfz 250/10, SdKfz 250/11

Tank destroyers and Self-propelled artillery

0–1 vehicle from: StuG III Ausf G, SdKfz 250/7, Grille

Transports and Tows

0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, SdKfz 250/1, SdKfz 251/1, SdKfz 251/10

0–1 tow per artillery piece from: Heavy Field Car, Truck, Maultier Half-track, SdKfz 10 Half-track, SdKfz 7 Half-track

WINTER LINE

PANZERGRENADIER REINFORCED PLATOON (ITALY, 1943)

This Reinforced Platoon can be used to represent a panzergrenadier platoon of either the panzergrenadier or panzer divisions of the Italian campaign in 1943. The 3rd, 15th, 29th, 90th panzergrenadier divisions, and the 16th and 26th panzer divisions.

1 Lieutenant – First or Second

2 Infantry squads: Panzergrenadier squads (Sicily and Salerno) or Panzergrenadier squads (Italy, Late 1943)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Panzergrenadier squads (Sicily and Salerno), Panzergrenadier squads (Italy, Late 1943), Heer Pioneer squads (may be equipped with demo charges see [page 165](#)), a maximum of 2 Fallschirmjäger squads (Sicily and Salerno) or Fallschirmjäger squads (Italy, 1943), Heer Grenadier squads (Italy, 1943), Feldersatz squads

0–2 Medium Machine Gun teams

0–1 Medium Mortar team

0–1 Flamethrower team

0–1 Anti-tank rifle team

0–1 Goliath team



German Fallschirmjäger 2.8cm sPzB
Light Anti-tank Gun Team

Artillery

0–1 gun from:

Field artillery: Light, Medium, Heavy, 150mm Nebelwerfer 41

Anti-tank gun: 75mm PaK 40

Anti-aircraft gun: 20mm Flak 38, 20mm Flakvierling 38, 37mm Flak 36, 88mm Flak Dual Purpose

AA/AT Gun

Armoured cars

0–1 vehicle from: Motorcycle with machine-gun sidecar, SdKfz 221, 222, or 223 Light Armoured Car, SdKfz 231 or 233 Heavy Armoured Car (8-Rad), SdKfz 250/9,

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

0–2 vehicles from: Panzer III Ausf L, M, or N, Panzer IV Ausf F, G, or H, SdKfz 251/22 Pakwagen, StuG III Ausf G, StuH 42, StuG M41 Mit 75/18 850 (i), StuG M42 Mit 75/34 851 (i), StuG M43 (i) (105/25), SdKfz 250/7, SdKfz 251/9 Stummel, Grille, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2

Transports and Tows

0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, SdKfz 250/1, SdKfz 251/1, SdKfz 251/10

0–1 tow per artillery piece from: Mule team, Heavy Field Car, Truck, Maultier Half-track, SdKfz 10 Half-track, SdKfz 7 Half-track

SPECIAL RULES

Booby Traps

See campaign special rules on [page 168](#).

Defend and Delay

Panzer Grenadier Reinforced Platoons (Italy, 1943) are always the defender in Attacker-Defender scenarios.

FALLSCHIRMJÄGER REINFORCED PLATOON (ITALY, 1943)

This Reinforced Platoon can be used to represent any Fallschirmjäger force that fought in the Italian campaign up to end of 1943. The Fallschirmjäger's most prominent opponent during this period were the British Eighth Army, but elements of the division also saw action against the US 5th Army at Salerno.

1 Fallschirmjäger Lieutenant – First or Second –

2 Infantry squads: Fallschirmjäger squads (Italy, 1943) or Fallschirmjäger squads (Ortona)

Plus:

Headquarters

0–1 Fallschirmjäger Captain or Major, or Hauptmann Heinz Meyer

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Fallschirmjäger squads (Italy 1943) or Fallschirmjäger squads (Ortona), maximum of 2 Fallschirmjäger squads (Italy, 1943) or Fallschirmjäger squads (Ortona), Panzer Grenadier squads (Italy, Late 1943), Heer Pioneer squads (may be equipped with demo charges see [page 165](#))

0–2 Medium Machine Gun teams

0–1 Mortar team: Medium, Heavy

0–2 Sniper teams

0–1 Flamethrower team

0–1 Anti-tank rifle team

Artillery

0–1 gun from:

Field artillery: Light, Medium, Heavy, 75mm LG40, 105mm LG40/1, 150mm Nebelwerfer 41

Anti-tank gun: Panzerbüchse 41, 50mm PaK 38, 75mm PaK 40, 88mm Raketenwerfer

Anti-aircraft gun: 20mm Flak 38, 20mm Flakvierling 38, 37mm Flak 36, 88mm Flak Dual Purpose AA/AT Gun

Tanks, Tank destroyers, and Self-propelled artillery

0–1 vehicles from: Panzer III Ausf N, Panzer IV Ausf F, G, or H, SdKfz 251/16 Flammpanzerwagen, Marder II, StuG III Ausf G, Grille, Wespe, Hummel

Transports and Tows

0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, SdKfz 251/1, SdKfz 251/10

0–1 tow per artillery piece from: Mule team, Kettenkrad, Heavy Field Car, Truck, Maultier Half-track, SdKfz 7 Half-track

SPECIAL RULES

Booby Traps

See campaign special rules on [page 168](#).

Defend and Delay

Fallschirmjäger Reinforced Platoons (Italy, 1943) are always the defender in Attacker-Defender scenarios.

Fallschirmjäger Support

All infantry team weapons and artillery units may have the Stubborn special rule for +1pt per man in the unit. All units upgraded in this way benefit from the the

Fallschirmjäger officer's NCO apprenticeship special rule when in the officer's command range.

GRENADIER REINFORCED PLATOON (ITALY, 1943)

As the Germans retreated into the mountains in late 1943, the need for highly mobile formations waned and reinforcements mostly came in the form of foot slogging infantry. The Reinforced Platoon below represents the inexperienced Grenadier divisions that saw frontline service in November and December of 1943.

1 Lieutenant – First or Second

2 Infantry squads: Heer Grenadier squads (Italy, 1943)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Heer Grenadier squads (Italy, 1943),

Maximum of 2 Heer Pioneer squads (may be equipped with demo charges, see [page 165](#)), Feldersatz squads, Panzergrenadier squads (Italy, Late 1943), HDG Panzergrenadier squads (Sicily and Salerno)

0–1 Medium Machine Gun team

0–2 Medium Mortar teams

0–1 Sniper team

0–1 Flamethrower team

0–1 Anti-tank rifle team

0–1 Goliath team

Artillery

0–1 gun from:

Field artillery: Light, Medium, Heavy, 150mm Nebelwerfer 41

Anti-tank gun: 50mm PaK 38, 75mm PaK 40, 88mm Racktenwerfer

Anti-aircraft gun: 20mm Flak 38, 20mm Flakvierling 38, 37mm Flak 36, 88mm Flak Dual Purpose AA/AT Gun

Armoured cars

0–1 vehicle from: Motorcycle with machine-gun sidecar, SdKfz 221, 222, or 223 Light Armoured Car, SdKfz 231 or 233 Heavy Armoured Car (8-Rad), SdKfz 250/9

Tanks, Tank destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: Flammpanzer III, Panzer IV Ausf F, G, or H, Panzer III M or N, Marder II, Marder III, StuG III Ausf G, StuG M41 mit 75/18 850(i), StuG M42 mit 75/34 851(i), StuG M43 (i) (105/25), SdKfz 250/7, SdKfz 10/4 with Flak 38

Transports and Tows

0–1 transport per infantry unit from: Kubelwagen, Heavy Field Car, Truck, SdKfz 250/1, SdKfz 251/1, SdKfz 251/10

0–1 tow per artillery piece from: Mule team, Heavy Field Car, Truck, Maultier Half-track, SdKfz 10 Half-track, SdKfz 7 Half-track

SPECIAL RULES

Booby Traps

See campaign special rules on [page 168](#).

Defend and Delay

Grenadier Reinforced Platoons (Italy, 1943) are always the defender in Attacker-Defender scenarios.

Tenacious Fighters

Rated as low-quality troops by the Allies, the 65th put up a surprisingly stubborn and tenacious resistance against tough and intimidating opponents at both the Battle of Mozzagrogna against the Ghurkhas and Indians and at Orsogna against the Maori and New Zealand troops. For +2pts per soldier any Heer Grenadier squad (Italy 1943) and HQ unit in this reinforced platoon may have the fanatics special rule when defending in assaults.



German Panzer III Ausf. M Medium Tank

THE BRITISH ARMY

NATIONAL CHARACTERISTICS

CANADIAN REINFORCED PLATOONS

The Canadian Army in WW2 relied almost exclusively on well-trained and motivated volunteers for overseas service. If the platoon is made into a Canadian platoon (i.e., its compulsory infantry units are Canadian Infantry Sections (MTO), give the platoon the following special rules:

Tough as Old Boots

Canadian headquarters and infantry weapons teams use the Tough as Old Boots national characteristic. One other national characteristic may be picked for non-Canadian Infantry sections in the Reinforced Platoon (e.g., 'Up and At Em' may be picked for British sections in the force). If Canadian infantry units are selected in non-Canadian reinforced platoons they keep the Tough as Old Boots characteristic rather than the national characteristic chosen for that force.

Dogged

All Canadian headquarters and infantry units may be upgraded to Stubborn for +1 point per model.

INDIAN ARMY REINFORCED PLATOONS

Blood Curdling Charge

All Headquarters units, Gurkha sections, Indian Infantry sections (Italy, 1943) and infantry weapons teams (e.g. snipers and mortars etc) have Blood Curdling Charge as their national characteristic. The rest of the force may choose another National Characteristic. If Indian infantry units are selected in non-Indian reinforced platoons they keep the Blood Curdling Charge national characteristic rather than the national characteristic chosen for that force.

GUARDS REINFORCED PLATOONS

Discipline

Guards units do not benefit from the National Characteristic army special rule; instead, they may re-roll order tests. They must accept the second result. A re-roll may not be taken if a FUBAR result is rolled.

Scots Guards

If your force represents the Scots Guards, a bagpiper may be added to the compulsory Lieutenant in the same way it is added to the Highland officer, for +33pts. The Scots Guards bagpiper's Piper rule only effects Guards units (i.e. those with the Disciplined special rule, including HQ teams).

IRISH REINFORCED PLATOONS

The 78th Battle Axe Division as well as the British 5th Infantry Division had many Irish Battalions within their ranks. A platoon can be made to represent an Irish platoon by giving all Headquarters units the 'Faugh a Ballagh!' rule. Headquarters units may be given the Tough Fighter special rule for +1pt per man in the unit.

'Faugh a Ballagh!' (Clear the way!)

Irish units do not benefit from the National Characteristic you have chosen for the rest of your army; they instead use the Vengeance national characteristic.

SCOTTISH REINFORCED PLATOON.

A Scottish reinforced platoon can be created in any reinforced platoon that has the Highland officer available as an officer option.

NEW ZEALAND REINFORCED PLATOONS

New Zealanders do not pick a National Characteristic; instead pick standard officers and veteran Infantry sections as compulsory selections and the apply the following national characteristics:

Steadfast Under Fire

After rolling for the number of pins caused by HE fire, if the target is New Zealand infantry or artillery halve the number of pins, rounding down.

Superb Junior Officers

New Zealander First and Second Lieutenants have a morale bonus range of 12". The 'You Men, Snap to Action' range remains 6".

Maori Troops

Maori troops may be taken in this Reinforced Platoon. Any Veteran infantry section or headquarters unit may be made Maori troops for the cost of +1pt per man. The unit gains the Formidable Fighters trait below:

Formidable Fighters

Maori units do not benefit from New Zealand national characteristics. Instead they have the Blood Curdling Charge and Tough As Boots special rules.

Selections

No Commandos or SRS sections may be taken. The New Zealanders were avid users of the Staghound armoured car; for flavour purposes they are recommended in a New

Zealand list. Bear in mind the 2nd New Zealand division was a mixed unit with a high tank-to-infantry ratio (two infantry and one armoured brigade).

SPECIAL FORCES REINFORCED PLATOONS

Airborne

Headquarters and infantry weapon teams (e.g. machine guns and mortars) may be made Airborne units by giving them the Stubborn special rule for +1pt per man in the unit.

Commando Support

Headquarters light mortar teams, PIAT anti-tank teams and snipers may be made Commandos by giving them the Behind Enemy Lines, Tough Fighters, Masters of Concealment and Achnacarry Training for +4pts per man in the unit. Medium machine gun teams and medium mortar teams may have the Behind Enemy Lines, Tough Fighters, and Masters of Concealment special rules for +3pts per man.

SRS Training

Headquarters, sniper, light and medium mortar, and PIAT teams may be made SRS units by giving them the Who Dares Wins! Behind Enemy Lines, and Fitness Is Key special rules for +5pts per man. Once made SRS units, they no longer benefit from the a national characteristic army special rule in the same way as SRS sub-sections.

SICILY

1ST AIRBORNE REINFORCED PLATOON (PRIMOSOLE BRIDGE)

After a wayward jump, the 1st Airborne Division were able to scrape together enough men and captured equipment to take and hold the bridge until overwhelmed by superior numbers and firepower.

- 1 Lieutenant – First or Second, or Second Lieutenant Edward Eric Clapham
- 2 Infantry squads: 1st Airborne Division Paratroop sections (Sicily and Italy) – these sections may be Ad Hoc units (see Ad Hoc rules [page 166](#))

Plus:

Headquarters

- 0–1 Captain, Major, or Lt Colonel John Frost
- 0–1 Medic
- 0–1 Intelligence Officer
- 0–1 Chaplain

Artillery Support: Only the free Artillery Observer (*Bolt Action* rulebook, page 178) may be taken, representing the only forward observer that made it to the bridge: Captain Vere Hodge.

Infantry

- 0–4 Infantry squads: 1st Airborne Division Paratroop sections (Sicily and Italy) – these sections may be Ad Hoc units (see Ad Hoc rules [page 166](#)), a maximum of 1 1st Para Squadron, Royal Engineer team
- 0–1 Medium Machine team or Airborne Captured MG42
- 0–2 Mortar teams: Light, Medium
- 0–1 Sniper team
- 0–1 PIAT Anti-tank team

Artillery

- 0–1 gun from:
 - Field artillery: Captured Italian or German Light artillery
 - Anti-tank gun: QF 6-pdr, captured 47/32 Elefantino, Captured 75mm PaK 40
 - Anti-aircraft gun: Captured 88mm Flak Dual Purpose AA/AT gun

Transports and Tows

- 0–1 tow per artillery piece from: Jeep, Truck, captured SdKfz 7 Half-track

SPECIAL RULES

Captured Artillery

Suffering from a lack of heavy firepower caused by their scattered jump, the paras made use of any captured equipment they could find. When using captured enemy artillery look up the entry for the weapon in the original nations book. For the light artillery and the 47/32 Elefantino gun, find the entry in the *Armies of Italy and the Axis* book; for the PaK 40 and 88mm flak guns, find the entry in the *Armies of Germany* book. Use the stats found there for the weapon and use the cost provided for a veteran unit. These units may also be made Stubborn for +1pts per man. No spotter options can be taken for captured artillery.

Elite

All units in this Reinforced Platoon must be Veteran.

Airborne

All Headquarters, Infantry, and Artillery units in this Reinforced Platoon may be Stubborn for +1pt per man in the unit.

Lt. Colonel John Frost

Lt. Colonel John Frost may be taken in this reinforced platoon. He is found on [page 114](#) of *Campaign Market Garden*.

SPECIAL RAIDING SQUADRON REINFORCED PLATOON (SICILY)

This Reinforced Platoon represents the SRS in Operation *Husky*, as it was when it landed at the Capo Murro di Porco to take out battery Lamba Dori.

- 1 Lieutenant – First or Second
- 2 Infantry squads: Special Raiding Squadron sub-sections

Plus:

Headquarters

- 0–1 Captain, Major, or Major Robert 'Paddy' Mayne
- 0–1 Medic
- 0–1 Forward Observer (either Artillery or Naval)
- 0–1 Intelligence Officer
- 0–1 Chaplain

Infantry

- 0–4 Infantry squads: Special Raiding Squadron sub-sections, maximum of 1 Royal Engineers section, maximum of 1 COPP team
- 0–1 Mortar team: Light, Medium
- 0–1 Sniper team
- 0–1 PIAT Anti-tank team

Transports and Tows

- 0–1 Transports per unit from: Landing Craft, Assault (LCA)

Special Rules

SRS Training

With the exception of 'Paddy' Mayne (who already has SRS training), all headquarters and infantry weapons teams must have SRS Training (see [page 145](#)).

EIGHTH ARMY REINFORCED PLATOON (SICILY)

This list can be used to recreate the British divisions and brigades involved in the fighting in Sicily, such as the British 5th, 50th, 78th, 231st Malta, the 51st Highland Division – which contained British, Scottish and Irish units, and the 1st Canadian Division. It can also represent the various tank brigades and other units that supported the invasion: the 4th Armoured Brigade, the 1st Canadian, the 23rd Armoured Brigades, the 6th Army Group Royal Artillery, the attached reconnaissance regiments and squadrons, and the special forces involved.

- 1 Lieutenant – First or Second – may be a Highland officer
- 2 Infantry squads: Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), Irish Infantry sections, Canadian Infantry sections (MTO)

Plus:

Headquarters

- 0–1 Captain or Major (may be a Highland officer), or Major Paul Triquet
- 0–1 Medic
- 0–1 Forward Observer: Artillery, Air or Naval
- 0–1 Intelligence Officer

Infantry

- 0–4 Infantry squads: Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), Canadian Infantry sections (MTO, 1943), Irish Infantry sections, maximum of 2 Royal Engineers sections, Commando/RMC subsections (MTO, 1943), Recce Corps Assault Troop sections, Royal Canadian Engineer section (MTO)
- 0–2 Medium Machine Gun teams
- 0–2 Mortar teams: Light, Medium or Heavy
- 0–1 Sniper team
- 0–1 Flamethrower team
- 0–1 PIAT Anti-tank team

Artillery

- 0–2 guns from:
- Field artillery: Light, Medium or Heavy
- Anti-tank gun: QF 6-pdr, QF 17-pdr, 3.7-inch QF AA gun
- Ant-aircraft gun: 40mm Bofors gun

Armoured cars

- 0–1 vehicle from: Humber Armoured Car Mark II or IV, Daimler Armoured Car, Humber Light Reconnaissance Car, Otter Light Reconnaissance Car, Daimler Dingo, Recce Carrier

Tanks, Tank destroyers and Self-propelled artillery

- 0–1 vehicle from: M3A1 Stuart III, M5A1 Stuart VI, Sherman I, II, III or V, 75mm SP Autocar, Bishop SP 25-pdr, M7 Priest

Transports and Tows

- 0–1 transport per Infantry section from: Utility Car, 15cwt Truck, 30cwt Truck, Jeep, 3 ton Truck, Universal Carrier (Late-war)
- 0–1 tow per artillery piece from: Jeep, 15cwt Truck, 30cwt truck, Universal Carrier (Late-war), M5 Half-track, Quad Tractor, Matador Artillery Tractor, Scammel Artillery Tractor

SPECIAL RULES

Canadian Reinforced Platoons

Irish Reinforced Platoons

No Mouse-hole charges

Royal Canadian Engineer sections (MTO) may not take the mouse-hole charges option.

COMMANDO/RMC REINFORCED TROOP (SICILY AND SALERNO)

Army Commandos Nos. 2 and 3, Royal Marine Commandos 40 and 41, and the COPP teams all played their part in the Sicilian campaign. At Salerno, No. 2 Commando and RMC 41 landed at Vietri. On the second day the Commandos linked up with the 46th Reconnaissance Regiment.

1 Lieutenant – First or Second

2 Infantry squads: Commando/RMC subsections (MTO, 1943)

Plus:

Headquarters

0–1 Captain, Major, Major Peter Young or Lt. Col. 'Mad' Jack Churchill

0–1 Medic

0–1 Forward Observer (either Artillery, Air or Naval)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Commando/RMC subsections (MTO, 1943), a maximum of 2 Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), Canadian Infantry sections (MTO), Royal Engineers section, a maximum of 1 COPP team

0–1 Medium Machine Gun team

0–1 Mortar team: Light, Medium

0–1 Sniper team, Commando/RMC Sniper team

0–1 PIAT Anti-tank team

Artillery

0–1 gun from:

Field artillery: Light, Medium

Anti-tank guns QF 6-pdr

Ant-aircraft gun: 40mm Bofors gun

Armoured cars

0–1 vehicle from: Humber Armoured Car Mark II or IV, Humber Light Reconnaissance Car, Recce Carrier

Tanks

0–1 vehicle from: Sherman II, III, or V

Transports and Tows

0–1 transport per infantry unit from: Landing Craft, Assault (LCA), Landing Craft, Mechanised (LCM)

0–1 tow per artillery from: Jeep, 15cwt Truck, Universal Carrier (Late-war), Quad Tractor, Matador Artillery Tractor, Scammell Artillery Tractor

SPECIAL RULES

Commando Support

Night Attack

If a player commanding a Commando/RMC reinforced platoon is the attacker in an Attacker-Defender scenario they may opt to attack at night using the Night Fighting rules found on page 219–221 of the *Bolt Action* rules. The player may use the Night Fight, Flare, or Dawn Assault conditions for the game.

Major Peter Young

Major Peter Young may be taken in this reinforced platoon, he can be found on [page 130](#) of the *Campaign: D-Day: British and Canadian Sectors*.

Lt. Col. 'Mad' Jack Churchill

Jack Churchill may be taken in this list. He can be found on [page 102](#) of the *Duel in the Sun* book.

ITALY

201ST GUARDS REINFORCED PLATOON

Formerly the 22nd Guards Brigade, the brigade had fought with distinction in the Western Desert. After taking heavy losses at Tobruk it was renamed the 201st. After finishing up in Tunisia, they were reallocated to the 56th Infantry Division for the Salerno landings. The brigade was made up of the 6th Battalion, Grenadier Guards; 3rd Battalion, Coldstream Guards; and the 2nd Battalion Scots Guards.

1 Lieutenant – First or Second

2 Infantry squads: Guards Infantry section (Mid/Late-war)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Guards Infantry sections (Mid/Late-war), Regular Infantry sections (Mid/Late-war), a maximum of 1 Royal Engineers section

0–1 Medium Machine Gun team

0–1 Mortar team: Light, Medium, Heavy

0–1 Sniper team

0–1 Flamethrower team

0–1 PIAT Anti-tank team

Artillery

0–2 guns from:

Field artillery: Light, Medium

Anti-tank gun: QF 6-pdr, QF 17-pdr

Anti-aircraft gun: 40mm Bofors gun

Tanks and Self-propelled artillery

0–1 vehicle from: Sherman II, III or V, Universal Carrier with mortar or PIAT option

Transports and Tows

0–1 transport vehicle per infantry unit from: Jeep, Utility Car, 15cwt Truck, 30cwt Truck, Universal Carrier (Late-war), M5 Half-track

0–1 tow per artillery piece from: Jeep, 15cwt Truck, 30cwt Truck, Universal Carrier (Late-war), M5 Half-track, Quad Tractor, Matador Artillery Tractor, Mule team

SPECIAL RULES**Battle Hardened Veterans**

All Guards units (those units using the Disciplined special rule) must be taken as Veteran units.

Guards Reinforced Platoons**Scots Guards****X CORPS REINFORCED PLATOON**

The Italian campaign was a hard slog for the 46th and 56th Divisions from the moment they landed at Salerno. At the latter stages of the battle of Salerno the 7th Armoured Division joined them for a few months and into October they had American ranger and airborne units attached. By the offensives on the Winter line X Corps was also joined by the 23rd Armoured Brigade and the 2nd Army Group, Royal Artillery.

1 Lieutenant – First or Second

2 Infantry squads: Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery, Air, or Naval)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), Guards Infantry sections (Mid/Late-war), maximum of 2 Commando/RMC subsections (MTO, 1943), Recce Corps Assault Troop sections, Royal Engineers sections

0–1 Medium Machine Gun team

0–1 Mortar team: Light, Medium, Heavy

0–1 Sniper team

0–1 Flamethrower team

0–1 PIAT Anti-tank team

Artillery

0–2 guns from:

Field artillery: Light, Medium, Heavy

Anti-tank gun: QF 6-pdr, QF 17-pdr, 3.7-inch QF AA gun

Anti-aircraft: 40mm Bofors gun

Armoured cars

0–1 vehicle from: Humber Armoured Car Mark II or IV, Daimler Armoured Car, Humber Light Reconnaissance Car, Daimler Dingo, AEC Heavy Armoured Car Mark I, Recce Carrier

Tanks, Tank destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: M3A1 Stuart III, M5A1 Stuart VI, Sherman I, II, III or V, 75mm SP Autocar, Bishop SP 25-pdr, M7 Priest, Bofors AA Truck

Transports and Tows

0–1 transport vehicle per infantry unit from: Jeep, Utility Car, 15cwt Truck, 30cwt Truck, 3-ton Truck, White Scout Car, Universal Carrier (Late-war), M5 Half-track

0–1 tow per artillery piece from: Mule team, 15cwt Truck, 30cwt Truck, 3-ton Truck, Universal Carrier (Late-war), M5 Half-track, Quad Tractor, Matador Artillery Tractor, Scammel Artillery Tractor

SPECIAL RULES**Multinational Forces**

A multinational force may be created with the US VI Corps Reinforced Platoon. See the Multinational Forces rules on [page 166](#).

SAS Saboteur Teams

See campaign special rules on [page 167](#).



A FORCE REINFORCED PLATOON

A Force was a fast-paced reconnaissance force tasked with taking the strategically important Foggia airfield complex. It was made up of B Squadron of the 56th Recce Regiment, A Squadron of the Royals, a troop of 25-pdrs, and elements of the 1st Airborne Division. They were later joined by the 3rd County of London Yeomanry of the 4th Armoured Brigade, which reinforced it with Shermans.

- 1 Command Vehicle (must add command vehicle rule for +25pts):
Humber Armoured Car Mark II or IV, Humber Light Reconnaissance Car.
- 2 vehicles: Humber Armoured Car Mark II or IV, Humber Light Reconnaissance Car

Plus:

Headquarters

- 0-1 Lieutenant – First or Second, Captain, or Major
- 0-1 Medic
- 0-1 Forward Observer (either Artillery or Air)
- 0-1 Intelligence Officer
- 0-1 Chaplain

Infantry

- 0-4 Infantry squads: Recce Corps Assault Troop sections, 1st Airborne Division Paratroop sections (Sicily and Italy), a maximum of 1 1st Para Squadron, Royal Engineer section
- 0-1 Medium Machine Gun team
- 0-1 Mortar team: Light, Medium
- 0-1 Sniper team
- 0-1 Flamethrower team
- 0-1 PIAT Anti-tank team

Artillery

- 0-1 gun:
Field artillery: Light

Armoured cars, Tanks, and Tank destroyers

- 0-2 armoured cars or recce vehicles from: British Airborne Recce Jeep, Humber Armoured Car Mark II or IV, Daimler Armoured Car, Humber Light Reconnaissance Car, Daimler Dingo, Recce Carrier, Sherman II or III, 75mm SP Autocar

Transports and Tows

- 0-1 transport from: Jeep, Utility Car, 15cwt Truck, M3 White Scout Car
- 0-1 tow per artillery piece from: 15cwt Truck, Universal Carrier (Late-war), Quad Tractor

British Humber
Armoured Car Mk II



SPECIAL RULES

Airborne

SAS Saboteur teams

See campaign special rules on [page 167](#).

TERMOLI ASSAULT FORCE REINFORCED PLATOON

This Reinforced Platoon represents all British forces involved in the battle for Termoli.

- 1 Lieutenant – First or Second (may be a Highland Officer)
- 2 Infantry squads: Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), Irish Infantry sections, Commando/RMC subsections (MTO, 1943), Special Raiding Squadron sub-sections.

Plus:

Headquarters

- 0-1 Captain or Major (may be a Highland Officer), Major Robert 'Paddy' Mayne, Major Peter Young, or Major John 'Jock' Anderson
- 0-1 Medic
- 0-1 Forward Observer (either Artillery or Air)
- 0-1 Intelligence Officer

Infantry

- 0-4 Infantry squads: Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), Irish Infantry sections, Commando/RMC subsections (MTO, 1943), Special Raiding Squadron sub-sections, a maximum of 2 Royal Engineers section, Recce Corps Assault Troop sections
- 0-1 Medium Machine Gun team
- 0-1 Mortar team: Light, Medium, Heavy
- 0-1 Sniper team, Commando/RMC Sniper team
- 0-1 Flamethrower team
- 0-1 PIAT Anti-tank team

Artillery

0–1 gun from:
Field artillery: Light, Medium
Anti-tank gun: QF 6-pdr, QF 17-pdr
40mm Bofors

Armoured cars

0–1 vehicle from: Humber Armoured Car Mark II or IV, Daimler Armoured Car, Humber Light Reconnaissance Car, Daimler Dingo, Recce Carrier

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

0–1 vehicle from: M3A1 Stuart III, M5A1 Stuart VI, Sherman II, III or V, 75mm SP Autocar, M7 Priest, Bofors AA Truck

Transports and Tows

0–1 transport vehicle per infantry unit from: Jeep, Utility Car, 15cwt Truck, 30cwt Truck, 3-ton Truck, White Scout Car, Universal Carrier (Late-war), M5 Half-track
0–1 tow per artillery piece from: 15cwt Truck, 30cwt Truck, 3-ton Truck, Universal Carrier (Late-war), M5 Half-track, Quad Tractor, Matador Artillery Tractor, Mule team

SPECIAL RULES

Commando Support

Irish Reinforced Platoons

SRS Training

Major Peter Young

Major Peter Young may be taken in this reinforced platoon, he can be found on [page 130](#) of the *Campaign: D-Day: British and Canadian Sectors*.

CHAVASSE FORCE

Chavasse Force was put together to protect the British right flank at Termoli. It was a mixed force of special forces units and reconnaissance troops from the 56th Recce Regiment under command of Lt. Colonel Chavasse.

- 1 Command Vehicle (must add command vehicle rule for +25pts):
Humber Armoured car Mark II or IV, Humber Light Reconnaissance Car
- 2 vehicles: Humber Armoured Car Mark II or IV, Humber Light Reconnaissance Car

Plus:

Headquarters

- 0–1 Lieutenant – First or Second, Captain, Major, Major Robert ‘Paddy’ Mayne, or Major Peter Young
- 0–1 Medic
- 0–1 Forward Observer (either Artillery or Air)

- 0–1 Intelligence Officer
- 0–1 Chaplain

Infantry

- 0–4 Infantry squads: Commando/RMC subsections (MTO, 1943), Special Raiding Squadron sub-sections, Recce Corps Assault Troop sections
- 0–1 Medium Machine Gun team
- 0–1 Mortar team: Light, Medium
- 0–1 Sniper team, Commando/RMC Sniper team
- 0–1 PIAT Anti-tank team

Artillery

- 0–1 gun: Anti-tank gun: QF 6-pdr

Vehicles

- 0–2 vehicle from: Humber Armoured Car Mark II or IV, Humber Light Reconnaissance Car, Recce Carrier

Transports and Tows

- 0–1 transport from: Jeep, Utility Car, 15cwt Truck, M3 White Scout Car
- 0–1 tow per artillery piece from: 15cwt Truck, Universal Carrier (Late-war), Quad Tractor

SPECIAL RULES

Commando Support

SRS Training

Major Peter Young

Major Peter Young may be taken in this reinforced platoon, he can be found on [page 130](#) of the *Campaign: D-Day: British and Canadian Sectors*.

NO. 1 DEMOLITION SQUADRON (POPSKI'S PRIVATE ARMY)

Popski's Private Army specialised in raiding and reconnaissance; it conducted these missions with deadly effect throughout the Italian campaign.

- 1 Command vehicle: PPA Jeep (must add command vehicle rule for +25pts)
- 2 vehicles: PPA Jeeps

Plus:

Headquarters

- 0–1 PPA Officer (any rank)
- 0–1 Medic
- 0–1 Intelligence Officer

Infantry

0–4 Infantry squads: PPA teams

Armoured cars

0–2 armoured cars or recce vehicles from: PPA Jeep, PPA Flamethrower Jeep, Humber Armoured Car Mark II or IV, Otter Light Reconnaissance Car, Recce Carrier

Transport

0–1 Jeep per Infantry team

SPECIAL RULES

Limited support

No. 1 Demolition squadron was a force of reconnaissance and raiding whose missions were undertaken deep behind enemy lines. To represent this, No. 1 Demolition squadron do not get the Bombardment or Artillery Support army special rules detailed on [page 17](#) of *Armies of Great Britain*.

8TH INDIAN DIVISION REINFORCED PLATOON

This Reinforced Platoon covers the Indian 8th Division over the last months of 1943; the crossing of the Sangro, the battle at Mozzagrogna, and the advance to, and battle of, Villa Grande.

1 Lieutenant – First or Second

2 Infantry squads: Indian Infantry sections (Italy, 1943), Gurkha sections

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Indian Infantry sections (Italy, 1943), Gurkha sections, Regular Infantry sections (Mid/Late-war), maximum of 2 Irish Infantry sections, Veteran Infantry sections (Early/Mid-war), Royal Engineers sections, Recce Corps Assault Troop sections

0–1 Medium Machine Gun team

0–1 Mortar team: Light, Medium

0–1 Sniper team

0–1 Flamethrower team

0–1 PIAT Anti-tank team

Artillery

0–2 guns:

Field artillery: Light, Medium, Heavy

Anti-tank gun: QF 6-pdr, QF 17-pdr, 3.7-inch QF AA gun

Anti-aircraft gun: 40mm Bofors

Armoured cars

0–1 vehicle from: Humber Armoured Car Mark II or IV, Daimler Dingo, India Pattern Armoured Car, Recce Carrier

Tanks, Tank destroyers, and Self-propelled artillery

0–1 vehicle from: M3A1 Stuart III, M5A1 Stuart VI, Sherman II, III or V, 75mm SP Autocar, M7 Priest

Transports and Tows

0–1 transport vehicle per infantry unit from: Jeep, Utility Car, 15cwt Truck, 30cwt Truck, 3-ton Truck, White Scout Car, Universal Carrier (Late-war),

0–1 tow per artillery piece from: Mule team, 15cwt Truck, 30cwt Truck, 3-ton Truck, Universal Carrier (Late-war), M5 Half-track, Quad Tractor, Matador Artillery Tractor, Scammel Artillery Tractor

SPECIAL RULES

Indian Army Reinforced Platoons

Mountain Warriors

Headquarters, Gurkha sections and infantry weapons teams may be given the Mountain Warriors special rule for +1pt per man in the section or team.

CANADIAN FIRST DIVISION REINFORCED PLATOON (ITALY, 1943)

From the landings on the toe to the battle on the Winter Line, the Canadians were respected by their comrades and feared by their enemies. The Canadian's determination and ingenuity were never better demonstrated than in their fight for the coastal town of Ortona.

1 Lieutenant – First or Second

2 Infantry squads: Canadian Infantry sections (MTO)

Plus:

Headquarters

0–1 Captain, Major, or Major Paul Triquet

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Canadian Infantry sections (MTO), maximum of 2 Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), Royal Canadian Engineers section (MTO)

0–1 Medium Machine Gun team

0–2 Mortar teams: Light, Medium, Heavy (maximum of 1 Heavy Mortar)

0–1 Sniper team

0–1 Flamethrower team

0–1 PIAT Anti-tank team

Artillery

0–2 guns from:

Field artillery: Light, Medium, Heavy

Anti-tank gun: QF 6-pdr, QF 17-pdr, 3.7-inch QF AA gun

Ant-aircraft gun: 40mm Bofors gun

Armoured cars

0–1 vehicle from: PPA Jeep, SAS jeep, Fox Armoured Car, Daimler Armoured Car, Otter Light Reconnaissance Car, Daimler Dingo, Recce Carrier

Tanks Tank destroyers, and Self-propelled artillery

0–1 vehicle from: M3A1 Stuart III, M5A1 Stuart VI, Sherman II, III or V, Universal carrier with Mortar or PIAT option, 75mm SP Autocar, Sexton

Transports and Tows

0–1 transport vehicle per infantry unit from: Jeep, Utility Car, 15cwt Truck, 30cwt Truck, 3-ton Truck, White Scout Car, Universal Carrier (Late-war)

0–1 tow per artillery piece from: Mule team, Jeep, 15cwt Truck, Universal Carrier (Late-war), M5 Half-track, Quad Tractor, Matador Artillery Tractor, Scammel Artillery Tractor

SPECIAL RULES

Canadian Reinforced Platoons

EIGHTH ARMY REINFORCED PLATOON (ITALY, 1943)

The Eighth Army was made up of many ethnic groups from around the British Empire, including English, Welsh, Scots, Irish, Canadians, New Zealanders, Nepalese, and Indians.

1 Lieutenant – First or Second (may be a Highland officer, New Zealand officer or Maori officer; (See New Zealand reinforced platoons special rules, [page 144](#))

2 Infantry squads: Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), Irish Infantry sections

Plus:

Headquarters

0–1 Captain or Major (may be a Highland officer, New Zealand officer, or Maori officer; (See New Zealand reinforced platoons special rules, [page 144](#))

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Regular Infantry sections (Mid/Late-war), Veteran Infantry sections (Early/Mid-war), Irish Infantry sections, Indian Infantry sections (Italy, 1943), Gurkha sections, Canadian Infantry sections (MTO), a maximum of 2 1st Airborne Division Paratroop sections (Sicily and Italy), Royal Engineers sections, Royal Canadian Engineers sections (MTO), Commando/RMC subsections (MTO, 1943), Special Raiding Squadron subsections, a maximum of 1 Recce Corps Assault Troop section and 1st Para Squadron, Royal Engineer team

0–1 Medium Machine Gun team

0–2 Mortar teams: Light, Medium, Heavy (maximum of 1 Heavy Mortar)

0–1 Sniper team

0–1 Flamethrower team

0–1 PIAT Anti-tank team

Artillery

0–2 guns from:

Field artillery: Light, Medium, Heavy

Anti-tank gun: QF 6-pdr, QF 17-pdr, 3.7-inch QF AA gun

Ant-aircraft gun: 40mm Bofors gun,

Armoured cars

0–1 vehicle from: Staghound Mark I Heavy Armoured Car, PPA Jeep, PPA Flamethrower Jeep, British Airborne Recce Jeep, SAS Jeep, Fox Armoured Car, Daimler Armoured Car, Humber Armoured Car Mark II or IV, Humber Light Reconnaissance Car, Otter Light Reconnaissance Car, Daimler Dingo, Humber Scout Car, India Pattern Armoured Car, Recce Carrier

Tanks, Tank destroyers and Self-propelled artillery

0–2 vehicle from: M3A1 Stuart III, M5A1 Stuart VI, Sherman II, III or V, 75mm SP Autocar, Bishop SP 25-pdr, M7 Priest, Sexton, Bofors AA truck

Transports and Tows

0–1 transport vehicle per infantry unit from: Jeep, Utility Car, 15cwt Truck, 30cwt Truck, 3-ton Truck, White Scout Car, Universal Carrier (Late-war), M5 Half-track

0–1 tow per artillery piece from: Mule team, Jeep, 15cwt Truck, Universal Carrier (Late-war), M5 Half-track, Quad Tractor, Matador Artillery Tractor, Scammel Artillery Tractor

SPECIAL RULES

New Zealand Reinforced Platoons

Irish Reinforced Platoons

Mountain Warriors

Gurkha sections may have the Mountain Warriors special rule for +1pt per man in the section.

SAS Saboteur teams

See campaign special rules on [page 165](#).

Canadian Infantry in Sicily and Italy by Ronald Volstad © Osprey Publishing Ltd. Taken from Men-at-Arms 359:
Canadian Forces in World War II



THE US ARMY

SICILY

82ND AIRBORNE DIVISION REINFORCED PLATOON (SICILY)

To make this list an airlanding force simulating the jump into Sicily on 9–10 July, remove artillery, armoured cars, tanks, self-propelled artillery, or transport and tow options from your list, and limit infantry squads to airborne and glider units.

When Patton created the provisional corps for his drive on Palermo the 82nd joined the drive with 2nd Armoured, the 3rd Infantry Division, Darby's Ranger X Force and elements of the veteran 9th Infantry Division. They received direct support from the 82nd Reconnaissance Battalion (2nd Armoured), the heavy mortars of the 83rd chemical battalion, the 1st battalion of 20th Engineer Combat Regiment, and self-propelled, medium and heavy artillery support from 77th Field Artillery Regiment, the 26th Field Artillery Battalion (9th Division), 34th field artillery battalion and 62nd Armoured field artillery. The veteran 39th regimental combat team was also attached to the 82nd and the Provisional Corps supplemented the 82nd's scant transportation pool with 2 and a half ton and 3-ton trucks.

1–2 Lieutenants – First or Second

2 Infantry squads: Parachute Rifle squads (MTO)

Plus:

Headquarters

0–1 Captain, Major, or Colonel James Gavin

0–1 Medic

0–1 Forward Observers (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Parachute Rifle squads (MTO) – may be see

Ad Hoc units, a maximum of 2 Parachute/Glider Engineer squads (MTO), Regular Infantry squads (Early/Mid-war),

Veteran Infantry squads, Engineer squads, Ranger Force squads

0–1 Medium Machine Gun team

0–1 Mortar team: Light, Medium, Heavy

0–1 Sniper team

0–2 Bazooka teams

Artillery

0–1 gun from:

Field artillery: Light, Medium, Heavy

Anti-tank guns: 37mm Anti-tank gun M3, 57mm Anti-tank gun M1

Armoured cars

0–1: vehicle from: Reconnaissance Jeep, M3 White Scout Car

Tanks and Self-propelled artillery

0–1 vehicle from: M5A1 Stuart, M4 or M4A1 Sherman 75mm, M3 75mm (T30) Howitzer Motor Carriage, M7 Priest

Transports and Tows

0–1 transport per infantry squad from: Jeep, 2½ ton Truck, Mack Heavy Truck

0–1 tow per artillery piece from: Jeep, Dodge ¾ ton Truck, 2½ ton Truck, Mack Heavy Truck, M4/M5 Artillery Tractor

SPECIAL RULES

Stubborn

All Headquarters and infantry weapons teams may be made Stubborn for +1pt per man.

Poor Air-ground Co-ordination

(see [page 167](#)).

X FORCE, DARBY'S RANGERS REINFORCED PLATOON (SICILY)

Darby's Rangers, classified X Force for Operation *Husky*, played a vital role in the initial landings, in the defence of Gela, and in the expansion of the 3rd Division's beachhead at Licata.

Beyond the first days of the campaign the 1st and 4th Battalions advanced inland and took the stronghold at Butera while the 3rd Battalion took Port Empedocle in preparation for Patton's drive to Palermo. From there X Force joined the Provisional Corps' drive on Palermo. Along the way they fought with or were supported by many of the US formations that landed in Sicily: the 82nd Airborne, 2nd Armoured, the 1st and 3rd Infantry Divisions.

1 Lieutenant – First or Second

2 Infantry squads: Ranger Force squads

Plus:

Headquarters

0–1 Captain, Major, or Colonel William Darby

0–1 Medic

0–2 Forward Observers (either Artillery or Air with a maximum of 1 of each)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

- 0–4 Infantry squads: Ranger Force squads, maximum of 2 Regular Infantry squads (Early/Mid-war), Veteran Infantry squads, Armoured Rifle squads, Armoured LMG squads, Engineer squads or Parachute Rifle squads (MTO)
- 0–1 Mortar team, Light, Medium, Heavy
- 0–1 Sniper team
- 0–1 Bazooka team

Artillery

- 0–1 guns from:
Field artillery: Light (may be a captured Italian piece), Medium, Heavy
- Anti-tank gun: 37mm Anti-tank gun M3

Armoured cars

- 0–1 vehicle from: Reconnaissance Jeep, M3 White Scout Car

Tanks, Tank destroyers and Self-propelled artillery

- 0–1 vehicle from: M5A1 Stuart, M4 or M4A1 Sherman 75mm, Ranger Force M3 75mm (T12) Half-track, M4 Mortar Carrier

Transport and Tows

- 0–1 transport per infantry squad from: Jeep, Dodge $\frac{3}{4}$ ton Truck, $1\frac{1}{2}$ ton Truck, $2\frac{1}{2}$ ton Truck, DUKW Amphibious Truck, Mack Heavy Truck, M2 Half-track, M3 Half-track, Landing Craft Vehicle, Personal (LCVP)

0–1 tow per artillery piece from: Jeep, Dodge $\frac{3}{4}$ ton Truck, $1\frac{1}{2}$ ton Truck, $2\frac{1}{2}$ ton Truck, Mack Heavy Truck, M2 Half-track, M3 Half-track, M4/M5 Artillery Tractor

SPECIAL RULES

Captured Artillery

When using captured enemy artillery (light artillery only) look up the entry for the weapon in the original nation's book (*Armies of Italy and the Axis*). Use the stats found there for the weapon and use the cost provided for a veteran unit.

Night Attack

If a player commanding an X Force Reinforced Platoon is the attacker in an Attacker-Defender scenario that player may opt to attack at night using the Night Fighting rules found on page 219–221 of the *Bolt Action* rules. The player may use the Night Fight, Flare, or Dawn Assault conditions for the game.

Ranger Force Support

Give Headquarters units, light mortar teams, and bazooka teams the Light Recognition, Rangers Lead the Way! and Achnacarry Training Special rules for +3pts per man. Snipers may be given the Achnacarry Training and Light Recognition special rules for +2pts per man.

Poor Air-ground Co-ordination

(see [page 167](#)).

Uncle Sam's guns ready for action



1ST INFANTRY DIVISION REINFORCED PLATOON (SICILY)

After Tunisia, the Big Red One was ready to take the fight to Axis soil on Sicily. Landing near Gela, the Big Red One saw its share of the fighting against the Hermann Göring Division. The 1st Division faced a hard slog over the mountains of central Sicily culminating in the battle for Nicosia and Troina. After tough fighting in Sicily the US 1st Infantry Division left for England. They would start a new chapter to their story on Omaha beach on D-Day.

- 1 Lieutenant – First or Second
- 2 Infantry squads: Veteran Infantry squads

Plus:

Headquarters

- 0–1 Captain or Major
- 0–1 Medic
- 0–2 Forward Observers (either Artillery or Air with a maximum of 1 of each)
- 0–1 Intelligence Officer
- 0–1 Chaplain

Infantry

- 0–4 Infantry squads: Veteran Infantry squads, Ranger Force squads, Armoured Rifle squads, a maximum of 2 Armoured LMG squads, Engineer squads, Parachute Rifle squads (MTO)
- 0–1 Machine Gun team: Medium, Heavy
- 0–1 Mortar team: Light, Medium, Heavy
- 0–1 Sniper team
- 0–2 Bazooka teams

Artillery

- 0–1 guns from:
Field artillery: Medium, Heavy
- Anti-tank gun: 37mm Anti-tank gun M3, 57mm Anti-tank gun M1
- Anti-aircraft gun: 37mm M1A2 Medium Anti-Aircraft Gun, 90mm M2 Dual Purpose AA/AT gun

Armoured car

- 0–1 vehicle from: Reconnaissance Jeep, M3 White Scout Car

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

- 0–1 vehicle from: M5A1 Stuart, M4 or M4A1 Sherman 75mm, M6 Gun Motor Carriage, M4 Mortar Carrier, M3 75mm (T30) Howitzer Motor Carriage, M3 105mm Howitzer Motor Carriage, M7 Priest, M15 Multiple Gun Motor Carriage

Transports and Tows

- 0–1 transport per infantry squad from: Jeep, Dodge ¾ ton Truck, 1½ ton Truck, 2½ ton Truck, DUKW Amphibious Truck, Mack

Heavy Truck, M2 Half-track, M3 Half-track, Landing Craft, Vehicle, Personal (LCVP), Landing Craft, Mechanized (LCM)

- 0–1 tow per artillery piece from: Jeep, Dodge ¾ ton Truck, 1½ ton Truck, 2½ ton Truck, Mack Heavy Truck, M2 Half-track, M3 Half-track, M4/M5 Artillery Tractor

SPECIAL RULES

Poor Air-ground Co-ordination

(see [page 167](#)).

2ND ARMoured REINFORCED PLATOON

After missing out on most of the action in Tunisia the 2nd was centre stage during Operation *Husky*. After struggling to get off the beach on the first day the 2nd would provide support to the various Infantry divisions of II Corps before being committed to the drive of Palermo. After Sicily the division left for England in preparation for D-Day.

- 1 Command tank: M5A1 Stuart, M4 or M4A1 Sherman 75mm
- 2 Vehicles from: M5A1 Stuart M4 or M4A1 Sherman 75mm

Plus:

Headquarters

- 0–1 Lieutenant – First or Second
- 0–1 Captain or Major
- 0–1 Medic
- 0–1 Forward Observer (either Artillery or Air)
- 0–1 Intelligence Officer
- 0–1 Chaplain

Infantry

- 0–4 Infantry squads: Armoured Rifle squads, Veteran Infantry squads, Regular Infantry squads (Early/Mid-war), Ranger Force squads, maximum of 2 Engineer squads, Parachute Rifle squads (MTO), Armoured LMG squads.
- 0–1 Machine Gun team: Medium, Heavy
- 0–1 Mortar team: Light, Medium, Heavy
- 0–1 Sniper team
- 0–1 Flamethrower team
- 0–2 Bazooka teams

Artillery

- 0–1 gun from:
Field artillery: Medium, Heavy
- Anti-tank gun: 37mm Anti-tank gun M3, 57mm Anti-tank gun M1

Armoured cars, Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

- 0–2 vehicles from: M3 White Scout Car, M5A1 Stuart, M4 or M4A1 Sherman 75mm, M3 75mm (T12) Gun Motor Carriage, M4 Mortar Carrier, M3 75mm (T30) Howitzer Motor Carriage, M3 105mm Howitzer Motor Carriage, M7 Priest, M15 Multiple Gun Motor Carriage

Transports and Tows

The platoon must include enough transport vehicles to transport all infantry and artillery units.

1 transport per infantry squad from: Jeep, Dodge ¾ ton Truck, 1½ ton Truck, 2½ ton Truck, DUKW Amphibious Truck, Mack Heavy Truck, M2 Half-track, M3 Half-track, Landing Craft, Vehicle, Personal (LCVP), Landing Craft, Mechanized (LCM)

1 tow per artillery piece from: Mule team, Jeep, Dodge ¾ ton Truck, 1½ ton Truck, 2½ ton Truck, Mack Heavy Truck, M2 Half-track, M3 Half-track, M4/M5 Artillery Tractor

SPECIAL RULES

Truscott Trot

Regular Infantry squads (early/mid-war) may have the Truscott Trot special rule for +1pt per man in the unit. Truscott trot allows these units to advance at a rate of 7" and run at a rate of 14".

Poor Air-ground Co-ordination

(see [page 167](#)).

ARMoured INFANTRY PLATOON (SICILY AND ITALY)

Calling themselves the Blitzdoughs, the armoured infantry was there to provide infantry support for the armoured divisions, keeping up with the advance in their half-tracks. In Sicily, the 41st Armoured Infantry Regiment supported the 2nd Armoured Division, while in Italy the 6th Armoured Infantry Regiment supported the 1st Armoured Division.

1 Lieutenant – First or Second

2 Infantry squads: Armoured Rifle squads

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Armoured Rifle squads, Veteran Infantry squads, Regular Infantry squads (Early/Mid-war), Ranger Force squads, maximum of 2 Armoured LMG squads, Engineer squads, Parachute Rifle squads (MTO)

0–1 Machine Gun team: Medium, Heavy

0–1 Mortar team: Medium, Heavy

0–1 Sniper team

0–1 Flamethrower team

0–4 Bazooka teams

Artillery

0–1 gun from:

Field artillery: Medium, Heavy

Anti-tank gun: 37mm Anti-tank gun M3, 57mm Anti-tank gun M1

Armoured cars

0–1 vehicle from: Reconnaissance Jeep, M3 White Scout Car, M8 Greyhound

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

0–2 vehicle from: M5A1 Stuart, M4 or M4A1 Sherman 75mm, M4 Mortar Carrier, M3 75mm (T12) Gun Motor Carriage, M3 75mm (T30) Howitzer Motor Carriage, M3 105mm Howitzer Motor Carriage, M7 Priest, M8 Scott, M15 Multiple Gun Motor Carriage

Transports and Tows

The platoon must include enough transport vehicles to transport all infantry and artillery units.

1 transport per infantry squad from: Jeep, Dodge ¾ ton Truck, 1½ ton Truck, 2½ ton Truck, Mack Heavy Truck, M2 Half-track, M3 Half-track

1 tow per artillery piece from: Jeep, Dodge ¾ ton Truck, 1½ ton Truck, 2½ ton Truck, Mack Heavy Truck, M2 Half-track, M3 Half-track, M4/M5 Artillery Tractor

SPECIAL RULES

Extra Selection

The Medium Machine Gun Extra Selection special rule also applies to Heavy Machine Guns.



ITALY

VI CORPS REINFORCED PLATOON

The US VI Corps were the American half of the 5th Army until it expanded in December. The VI corps was constantly changing in make-up due to heavy casualties and the exhaustion each unit faced on the front line, whether from the climate or the extreme terrain. The Corps landed at Salerno with the 36th and 45th Divisions. After the battering the 36th received at Salerno it was taken out of the line and replaced by the 3rd and 34th Divisions. By the middle of December, the make-up of the corps had changed again. The 3rd had moved to II Corps and the 34th and 45th Divisions were joined by the 2nd Moroccan Division.

1 Lieutenant – First or Second

2 Infantry squads: Regular Infantry squads (Early/Mid-war),
Veteran Infantry squads

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–2 Forward Observers (either Artillery, Air, or Naval with a
maximum of 1 of each)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: Regular Infantry squads (Early/Mid-war),
Veteran Infantry squads, Rear Echelon squads, Ranger Force
squads, maximum of 2 Engineer squads, Parachute Rifle
squads (MTO), Glider squads, Armoured Rifle squads,
Armoured LMG squads

0–1 Machine Gun team: Medium, Heavy

0–1 Mortar team: Light, Medium, Heavy

0–1 Sniper team

0–1 Flamethrower team

0–2 Bazooka teams

Artillery

0–1 gun from:

Field artillery: Light, Medium, Heavy

Anti-tank gun: 37mm Anti-tank gun M3, 57mm Anti-tank gun M1

Anti-aircraft gun: 37mm M1A2 Medium Anti-aircraft gun, 90mm
M2 Dual Purpose AA/AT gun

Armoured cars

0–1 vehicle from: Reconnaissance Jeep, M3 White Scout Car,
M8 Greyhound, M20 Scout Car

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

0–2 vehicles from: M5A1 Stuart, M4 or M4A1 Sherman 75mm, M3
75mm (T12) Gun Motor Carriage, Ranger Force M3 (T12) Half-
track, M10 Tank Destroyer, M4 Mortar Carrier, M3 75mm (T30)
Howitzer Motor Carriage, M3 105mm Howitzer Motor Carriage,
M7 Priest, M8 Scott, M15 Multiple Gun Motor Carriage

Transports and Tows

0–1 transport per infantry squad from: Jeep, Dodge ¾ ton Truck, 1½ ton Truck, 2½ ton Truck, DUKW Amphibious Truck, Mack Heavy Truck, M2 Half-track, M3 Half-track, Landing Craft, Vehicle, Personal (LCVP), Landing Craft, Mechanized (LCM)
0–1 tow per artillery piece from: Mule team, Jeep, Dodge ¾ ton Truck, 1½ ton Truck, 2½ ton Truck, DUKW Amphibious Truck, Mack Heavy Truck, M2 Half-track, M3 Half-track, M4/M5 Artillery Tractor

SPECIAL RULES

Glider Infantry

Glider squads in this Reinforced Platoon may not be Veteran.

Going for Broke

Nisei squads are automatically treated as having passed order tests to make an assault.

Multinational Forces

A multinational force may be created with the British X Corps Reinforced Platoon. See the Multinational Forces rules on [page 166](#).

Nisei

While their families were under guard in internment camps in the states, the Japanese-Americans of the 100th Nisei Infantry Battalion were patriotically taking the fight to the Nazis with all the martial zeal of their ancestors. Arriving in Italy in late September they were in the thick of the fighting by October. Players may convert Regular Infantry squads (Early/Mid-war) to Nisei squads by giving them the Tough Fighter and Going for Broke special rules for +2pts per man.

Truscott Trot

Headquarters units and Veteran Infantry squads may be given the Truscott Trot special rule to make them units from the 3rd Infantry Division for +1pt per man in the unit. They can advance at a rate of 7" and run at a rate of 14".

Charles 'Commando' Kelly

Charles Commando Kelly may be taken in a Regular Infantry squad in this selector for +30pts. His rules can be found on [page 106](#) of the *Duel in the Sun*.

FSSF REINFORCED PLATOON (MONTE LA DIFENSA)

To recreate the tactical, physical and logistical feat that was the FSSF's dramatic assault on Monte La Difensa, use the FSSF Reinforced Platoon.

1 Lieutenant – First or Second

2 Infantry squads: FSSF sections

Plus:

Headquarters

0–1 Captain, Major, or Colonel Robert T Frederick

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Intelligence Officer

0–1 Chaplain

Infantry

0–4 Infantry squads: FSSF sections, maximum of 2 FSSF Scout teams

0–1 Light Mortar team

0–2 Sniper teams

0–2 Bazooka teams

SPECIAL RULES

FSSF support

All Headquarters units and infantry weapons teams are member of the FSSF and have the Tough Fighters, Freddie's Freighters and Masters of Concealment special rules for +3pts per man in the unit.

US Nisei Infantry Squad



APPENDIX



Italian infantry decamp from their armoured truck



NEW GENERIC UNITS

HEADQUARTERS UNITS

CHAPLAIN

Chaplains often accompany front line units in the very thick of the action. The mere presence of an unarmed priest braving enemy fire is often enough to galvanize

combat troops into action – because if the padre can do it, they should be able to!

Cost	20pts (Inexperienced), 25pts (Regular), 30pts (Veteran)
Composition	1 Chaplain
Weapons	None
Options	- The chaplain can have a pistol for +1pt
Special Rules	- HQ choice: 0–1 Chaplain may be added to any eligible Reinforced Platoon - Inspiring presence: Upon receiving his order dice (except for <i>Down</i>), a chaplain may select one friendly unit within 6" and roll a D6, applying the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the chaplain may remove 1 pin from the selected unit. - Non-combatant: The chaplain is there to support the soldiers, not win battles. A chaplain unit can't be used to claim or contest objectives. - Self-defence Only: A clergymen is not a soldier and will not take part in hostile actions – they can't fire any weapon, nor assault enemy units. However, there is anecdotal evidence of several examples of chaplains who broke regulations to carry a pistol for self-defence only; German chaplains were even issued with a pistol. If your chaplain is equipped with a pistol, it can only be used in close quarters if the enemy assaults him (including firing it at the assaulting enemies as a reaction, if applicable).

FORWARD OBSERVER (NAVAL)

In the amphibious operations of World War Two, naval artillery observers were attached to ground units to provide

them with the overwhelming advantage of naval artillery support. The Forward Naval Observer represents the support of the navy's biggest guns.

Cost	180pts (Regular), 195pts (Veteran)		
Composition	1 Naval observer and up to 2 further men		
Weapons	Pistol, SMG, rifle, or assault rifle		
Options	- The observer may be accompanied with up to 2 men at +10pts (Regular) or +13pts (Veteran) each		
Special Rules	- Free British Artillery Observer: A player with a British force may, if they so choose, upgrade their free Forward Artillery Observer to a Forward Naval Observer for +80pts. The Forward Naval Observer uses the same rules as a Forward Artillery Observer with the following modifications: - Fire for effect: When fire for effect is rolled on the artillery barrage chart (page 82 Bolt Action rulebook) follow these rules: <i>The area around the aiming point is pulverised by heavy naval gunfire, blasting the enemy to smithereens.</i> See Fire for Effect table below		
	<table><tr><td>1–4</td><td>The unit is not hit directly but takes D3 pin markers from shock and blind terror.</td></tr></table>	1–4	The unit is not hit directly but takes D3 pin markers from shock and blind terror.
	1–4	The unit is not hit directly but takes D3 pin markers from shock and blind terror.	
	<table><tr><td>5</td><td>The unit suffers a near miss. Infantry and artillery units suffer wounds. Place a 2" template over the target, resolve damage rolls with +6 penetration. If a vehicle suffers a near miss, the shock wave from the explosion either causes superficial damage or flips the vehicle over. After rolling a near miss result, the player conducting the barrage rolls another die: on a roll of 1 the near miss does nothing. On a roll of 2, 3, 4, or 5 the near miss causes superficial damage. Roll on the 'Damage Results on Vehicles' chart at a -3 to the roll and apply the results. On a roll of a 6, the vehicle has flipped over. This renders the vehicle useless and it is counted as destroyed. All units suffering a near miss receive D6 pin markers.</td></tr></table>	5	The unit suffers a near miss. Infantry and artillery units suffer wounds. Place a 2" template over the target, resolve damage rolls with +6 penetration. If a vehicle suffers a near miss, the shock wave from the explosion either causes superficial damage or flips the vehicle over. After rolling a near miss result, the player conducting the barrage rolls another die: on a roll of 1 the near miss does nothing. On a roll of 2, 3, 4, or 5 the near miss causes superficial damage. Roll on the 'Damage Results on Vehicles' chart at a -3 to the roll and apply the results. On a roll of a 6, the vehicle has flipped over. This renders the vehicle useless and it is counted as destroyed. All units suffering a near miss receive D6 pin markers.
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<table><tr><td>6</td><td>The unit takes a direct hit from a very large calibre naval shell. Place a 4" template on the target unit in the same way as HE shells and resolve hits with a pen value of +6. If the unit survives, it takes D6+2 pin markers. Infantry and Artillery can go <i>Down</i> to halve the hits taken from both a near miss and a direct hit. Armoured targets are hit on the top armour. Near misses do not affect units in buildings or bunkers. If buildings or bunkers are hit directly from a Naval Artillery Barrage, follow the rules on page 125 of the Bolt Action rulebook with the following difference: a Naval Artillery Barrage causes 3D6+2 damage (instead of the regular 3D6).</td></tr></table>	6	The unit takes a direct hit from a very large calibre naval shell. Place a 4" template on the target unit in the same way as HE shells and resolve hits with a pen value of +6. If the unit survives, it takes D6+2 pin markers. Infantry and Artillery can go <i>Down</i> to halve the hits taken from both a near miss and a direct hit. Armoured targets are hit on the top armour. Near misses do not affect units in buildings or bunkers. If buildings or bunkers are hit directly from a Naval Artillery Barrage, follow the rules on page 125 of the Bolt Action rulebook with the following difference: a Naval Artillery Barrage causes 3D6+2 damage (instead of the regular 3D6).	
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US M7 Priest Self-propelled Gun

INTELLIGENCE OFFICER

Intelligence is the process of exploiting information obtained from various sources to then provide direction and guidance to command.

An Intelligence Officer is not a separate unit choice but an optional upgrade for an officer unit. Whereas the standard officer unit is allowed to be accompanied by up to two further men, the Intelligence Officer counts as a separate upgrade; in effect, a fourth man. The Intelligence Officer must have the same experience rating as the unit

headquarter companies (i.e. Inexperienced, Regular, or Veteran). The ability of the Intelligence Officer is, for the purposes of *Bolt Action*, tied to their experience: the modifier for their ability is detailed on the table below.

Note: the Intelligence Officers depicted here are, for the main part, infantry officers who have sub-specialized in Intelligence, they are not the same as normal HQ officers; for example, they do not confer the same morale bonus as a standard officer model, and so on.

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Composition	1 Intelligence Officer
Weapon	Pistol, submachine gun, or rifle as depicted on the model
Special Rules	- HQ Officer: May only be taken when added to an officer unit. Must be the same quality as the officer he is attached to. - Intelligence: Once per game, at the beginning of any turn, the Intelligence Officer may act on intelligence gathered about the enemy force before the first die is drawn from the dice bag. Roll a D6 and apply the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the player activating the Intelligence Officer may choose a die from the bag for the first activation.

TRANSPORTS AND TOWS

MULE TEAM

Mules have proven a reliable method of transport throughout the ages. Mules served all armies, assisting in moving equipment, munitions and wounded soldiers

through mountains and difficult terrain. They are treated as a towing vehicle, moving as infantry.

Cost	4pts (Inexperienced), 5pts (Regular), 6pts (Veteran)
Weapons	None
Damage Value	3+ (literally soft-skinned)
Tow	Any light gun or light howitzer
Special Rules	- Gun Assembly: when transporting artillery, the gun was transported disassembled. When the gun is unlimbered the artillery unit suffers a pin. When the gun is limbered, the mule team (and consequently the transported artillery unit) suffers a pin. - Stubborn: When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order dice to <i>Down</i> and add one pin marker to the team. This rule does not apply if FUBAR is rolled.

HORSE-DRAWN LIMBER

Still a common mode of transportation for most armies during the Second World War, especially when it came to towing artillery.

Cost	8pts (Inexperienced), 10pts (Regular), 12pts (Veteran)
Weapons	None
Damage Value	3+ (literally soft-skinned)
Tow	Any gun or howitzer
Special Rules	- Slow (only when towing)



NEW GENERIC WEAPONS

DEMOLITION CHARGES

All engineer and pioneer units from all nations, may add the following upgrade option to their unit description for +3 pts per man in the unit:

DEMOLITION CHARGES

Armed with demolition charges, engineers and assault troops can blow up all manner of buildings or fortifications. Demo charges are used in the same way as HE to blow up buildings, bunkers, bridges, minefields or tank traps. Demolitions have a HE rating of 4", using 3D6 to blow up these targets.

To use demolition charges the unit must start their turn adjacent to the target then *Advance* at least 4" away from it. They may not shoot during this advance. The demolition charge then detonates and the player tests to see if the target is destroyed. You may not detonate a demo charge if there are friendly units within 4" of the target. All models within 4" of the detonation are hit at +4 pen. Models inside bunkers or that are Dug In are only hit if they are within 2" of the demo charge.

BANGALORE TORPEDOES

All engineer and pioneer units, from all nations, may add the following upgrade option to their unit description for +10 pts for the entire unit:

BANGALORE TORPEDOES

Bangalore torpedoes were long plastic tubes filled with explosive. Bangalore Torpedoes were designed to clear mines, barbed wire, and other obstacles from a distance.

To use Bangalore torpedoes, the unit must start their turn within 2" of the target, then *Advance* further than 2" from it. They may not shoot during this advance. At that point the explosives detonate and the player tests to see if the target is destroyed. You may not detonate a Bangalore torpedo if there are friendly units within 2" of the target. Roll 2D6: the player must roll 6 or more hits to destroy the obstacle.



MULTINATIONAL FORCES

In the heat of battle, it often happened that troops found themselves fighting shoulder to shoulder with the forces of allied nations. These rules offer an optional way to mix nationalities within your force.

First of all, we encourage mixing forces only with both sides' agreement, as mixed forces may occasionally trigger rules conflicts, which will need to be resolved on the fly by the players. As a guideline, special rules that affect a force or units of one nationality do not affect their allies. For example, the Morale bonus of a British officer doesn't affect US units.

When assembling a mixed force, select at least one platoon from one nationality (e.g., US) and then at least one platoon from another nationality (e.g., British). The

points cost total of the platoons added together must be equal to the agreed point total. For example, if you are about to face 1,000pts of Germans, you may want to select one or more US platoons to a value of 500pts and one or more British platoons to a value of 500pts. Of course, the split does not have to be 50–50; we leave that to the players (e.g., a larger Italian force may include a smaller German contingent).

If you are using Theatre Selectors to pick those platoons, it is best if you pick forces that make sense together.

During the game, assigning different-coloured dice to each nationality will speed up things considerably.

AD HOC UNITS

Ad hoc units are half-squads hastily put together when men are thrown together out of necessity amid chaotic battlefield conditions. They can also be used to represent units that have taken appalling casualties and are down to

a few men. If you would like to use Ad Hoc units to represent historical units in the above conditions, simply select a suitable squad and take only half the men available to it, rounding up. For example, a US Parachute Rifle

squad's composition is normally an NCO and five men. This is halved to an NCO and two men, and they can add an extra three men instead of the usual six. The base points cost is halved (e.g., the unit cost drops from 84pts to

42pts). Options are also halved, rounding up. The Parachute Rifle squad normally has access to three SMGs and two LMGs; an Ad Hoc Parachute Rifle squad may have two SMGs and one LMG.

Avanti! II Duce's soldiers fight to rid their homeland of the American invaders



CAMPAIGN RULES

RULE THE SKIES

While the Allies had air superiority over the Sicilian and Italian skies in 1943, the Germans used what air assets they had to strike back on occasion. For example, the Germans were able to fly some successful sorties at Salerno and over Sicily. When noted as a scenario special rule, American and British forward air observers roll *Here It Comes!* on the air strike chart (page 85, *Bolt Action* rulebook) on a 3, 4, 5, or 6 rather than the usual 4, 5, or 6. Axis Forces still roll the *Here It Comes!* result on a 4, 5 and 6.

POOR AIR-GROUND CO-ORDINATION

American close air support was notorious for the amount of friendly fire incidents during the Sicilian campaign. The US 2nd Armoured Division lost more vehicles and men to the US Air Corps than they did to the Luftwaffe! When noted as a scenario or Reinforced Platoon special rule, the following applies: American forward air observers rolling

on the Air Strike chart to bring in an air attack gets a Rookie Pilot result on a roll of 1 or 2.

SAS SABOTEUR TEAMS

Selectors with this special rule may do the following: Deploy SAS saboteurs for +50pts. This is not a physical unit deployed on the table during the game. Instead, paying the cost for the SAS saboteurs confers the following special rules during a game: enemy attempts to bring on reserves are delayed a turn later than usual (i.e., The enemy rolls for reserves to come onto the table on turn 3 and flankers on turn 4). Enemy flankers still come in 24" on whichever side selected on turn 4. If they come in on turn 5, they are placed 36" up the selected short table edge and so on.



BOOBY TRAPS

Any German selector with the Booby Traps special rule may employ up to two booby traps at 20pts each. The booby trap comes in the form of a booby trap marker (a spare base makes an excellent marker). The booby trap marker should be 1" in diameter.

At the start of the game, after Deployment of all troops

on the table, booby trap markers are placed at least 6" outside the enemy's Deployment zone, at least 6" from other booby trap markers, and at least 6" away from any enemy units. When an Allied unit moves within 4" of the booby trap marker, the player controlling the Allied unit rolls a die and consults the booby trap table below; units with the Engineers special rule add +1 to the roll.

Booby Trap Table	
Die Roll	Effect
1 or 2	The booby trap detonates. Place a 2" HE template over the middle of the enemy unit and roll dice equal in number to the figures under the template. The HE value of the booby trap is HE 2". Remove the booby trap marker.
3 or 4	The unit spots the booby trap and detonates the device in order to destroy it. The unit makes a compulsory move directly away from the booby trap, far enough to get out of the blast radius (4" from the marker) and end their turn. The booby trap then detonates; remove the marker.
5 or 6	The booby trap is discovered and safely deactivated. Remove the marker.

SOLID STONE BUILDINGS

Italian Buildings were solid and sturdy, built mostly from stone. When a HE weapon targets a building with direct fire (rather than an indirect bombardment), in a scenario with the Solid Stone Buildings special rule, its HE value is reduced by one level (the lowest level it can be reduced to is +1 penetration), only when working out how many hits

the units has taken. For example, a light howitzer firing at a building will usually roll D6 hits but when firing at a solid stone building this is reduced to D3 hits. The penetration value and number of pins taken remains the same. In this example the light howitzer would still have a pen value of +2 and would still cause D6 pins.

RAIN OR FOG

The Italian weather meant that rain or fog, especially in the mountains, could come at any time. For a game set in the Italian campaign, players may use the following rules to simulate heavy rain or fog: the Air strikes can't be called

in. Fog or rain reduces all visibility to a maximum of 18". Forward artillery spotters can call in an artillery barrage normally as long as the spotter can see the target.

MINEFIELDS

Players can add minefields to any of their games, as long as they agree beforehand. Usually only the defender in a

MINEFIELD SECTIONS

The default minefield section in *Bolt Action* is a 6" square area. Larger minefields can be made by placing several sections next to each other. Normally, we allow the defender in a scenario two minefield sections per full 1,000 points of his force. Or, if you prefer, you can allow a certain amount of points to be spent on minefields (e.g., up to 10 per cent

scenario can deploy mines, since attackers are pushing into a new area and have not had the opportunity.

of the force total), and each section costs 50pts.

A minefield section can either be a base appropriately decorated, much like an area of rough ground, or can be delimited by four 6" long obstacles (like a 6" length of barbed wire), or even simply four counters set up at 6" distance to mark the corners of the minefield.

MINEFIELD SECTION

Cost	50pts per 6" by 6" square area
Special Rules	- Minefield

EFFECT OF MINEFIELDS

When any unit (friend or foe) enters a minefield, the opponent can interrupt their movement once at any point within the minefield section, as if an *Ambush* had been carried out. If the unit survives, it may complete its movement after the attack. The attack itself is resolved by rolling one die to hit with 3+ required to hit an inexperienced unit, 4+ to hit a regular unit and 5+ for a veteran unit. A player can force their opponent to re-roll a successful hit if the target unit is an engineer or pioneer, or if a friendly unit is attempting to cross its own minefield. This re-roll is only permitted if the unit crossing the minefield is doing so on an *Advance* order. If any unit attempts to cross a minefield on a *Run* order, three dice are rolled to hit instead of one. A single unit can only be attacked by a minefield section once per turn. However, a section can attack multiple targets that cross in the same turn.

Any hits scored by a minefield are resolved with a +2 penetration bonus against infantry, artillery and non-armoured vehicles, and +3 against armoured ones. In both cases, the unit suffers D3 pin markers rather than the normal 1. Note that the higher value Pen against armoured targets reflects the fact that the anti-personnel mine hits the weakly armoured belly of the vehicle – not normally considered from the point of view of other hits.

A player deploying minefields may replace any anti-personnel minefields as detailed above with anti-tank minefields. This should be noted down before the game and does not need to be declared to their opponent until the first *Ambush* is attempted. As a greater pressure is required to detonate an anti-tank mine, infantry and artillery units may cross as normal. However, hits inflicted on a vehicle by an

anti-tank mine are resolved with a +5 penetration bonus.

MIXED MINEFIELDS

Anti-personnel and anti-tank mines can be used together in one minefield section. This must again be noted before the game begins and uses up two minefield sections for each single mixed minefield section deployed – the player may lay a single anti-personnel minefield section and a single anti-tank minefield section, or may combine both into one mixed minefield section. Mixed minefields have a +2 penetration hit against infantry and artillery, and +5 penetration against vehicles.

DUMMY MINEFIELDS

A minefield section may be replaced with two dummy minefields. These are deployed as normal and must be noted down before the game commences. Any unit moving through a minefield must make its normal to hit roll, but if a hit is scored the minefield is revealed as a dummy section and counts as cleared (see rules below).

MINEFIELDS IN WATER

Some scenarios may call for placing mines in water. These are intended for use against boats and amphibious vehicles, so must be either anti-tank mines or dummy mines.

CONCEALED MINEFIELDS

Some scenarios give players concealed minefields. The location and composition of these minefields must be noted down before the game commences but cannot be located in the enemy set-up zone unless specifically stated in the scenario brief. The minefield section is revealed as

soon as any unit moves into it. For scenarios which do not specifically state the allocation of minefields, a Concealed Minefield counts as two normal minefield selections, in the same way as a Mixed Minefield.

CLEARING MINEFIELDS

After a minefield section has hit a unit, the opposing player rolls a single die. On the roll of a 6, the section is now cleared. A roll of only 4+ is required to clear a section if the unit hit by the mines was a vehicle with a Damage value of 8 or greater.

A cleared minefield remains on the table, but due to troops having found a path through or vehicles leaving track marking behind, hits are now scored on a 6 regardless of the quality of the unit crossing it. Only a single die is rolled, even if the unit crossing is running, and re-rolls for friendly units and engineers still apply.

MANUAL CLEARANCE

Any infantry unit with at least five models inside the minefield may attempt to clear it. The unit must be given a *Down* order and rolls a single die. An unmodified result of 1 results in the minefield attacking the unit (even if it is an anti-tank minefield), and an unmodified 6 is always a success. The following modifiers apply:

Veterans	+1
Inexperienced	-1
Engineers	+1
Mine-clearing gear*	+2
Per pin marker on unit	-1
*Any engineer unit may be equipped with mine clearance gear at a cost of +1pt per model.	

BLOWING IT UP!

Indirect Fire weapons may target a visible minefield section. Roll to hit as normal with the normal process for ranging in. Roll for the HE value of the weapon – if 6 hits are scored with a single attack, the minefield section is cleared. When resolving an artillery barrage, roll a die for each minefield section in range of the barrage (including Concealed Minefields). On the roll of a 6, that section suffers a heavy howitzer hit and is cleared if 6 hits are scored. For preparatory bombardments, roll a single die for each minefield section in the defender's set-up zone. On the roll of a 6 the minefield section is cleared.

DUG IN

Where specified in a scenario, some units may begin the game dug in. These units have had time to dig foxholes or other defensive positions. Dug in units can also be Hidden. If terrain is not available to represent foxholes or trenches, counters can be used to highlight which units are dug in.

DUG IN RULES

A dug in unit counts as being *Down* when shot at, even if it has not been given a *Down* order (additional -2 to hit and the number of hits from HE is halved, rounding up). If the unit is issued a *Down* order whilst dug in, the benefits are doubled. Being dug in offers no additional protection against enemy assaults, with the exception of tank assaults as detailed below.

Units are dug in until they leave their positions via an *Advance* or *Run* order. If counters are being used in lieu of scenery, use them as markers to record the positions of the foxholes as they can be used later in the game.

DUG IN VEHICLES

Digging in vehicles to form static defensive positions was common practice in several theatres, particularly when fuel was in limited supply. In *Bolt Action* a dug in vehicle counts

as being in Hard Cover and may not move for the entire game. *Immobilised* damage results count as *Crew Stunned*.

DUG IN WITH HIDDEN SET-UP

If the scenario briefing allows, defending units may be both Dug in and Hidden, representing units who have had time to camouflage their defensive positions. Hidden set-up takes precedence over the dug in rule, although the dug in unit does count as down against HE. Once the Hidden set-up rule no longer applies, the unit uses just the Dug In rule.

DUG IN VS PREPARATORY BOMBARDMENT

Simple foxholes provide little benefit against the effects of massed, concentrated artillery bombardment. A foxhole doesn't protect against a direct hit from an artillery salvo, so no additional protection is given.

DUG IN VS TANK ASSAULT

A foxhole will give some protection for defending infantry against armoured assault, as well as providing some positive effects to morale. However, any soldier unfortunate enough to be caught in his foxhole if a tank elects to stop on top of



it and twist in place will suffer a terrible demise.

Models from dug in units automatically pass their morale check and are not moved aside when assaulted by a tank, as they can simply duck down in their foxhole and allow the enemy vehicle to pass overhead. However, if a tank ends its assault move on top of any dug in models, these models are removed as casualties and the unit must make a morale check for tank assault as normal.

DIGGING IN DURING A GAME

Digging in during a game is normally not permitted, but if both players agree then units can attempt to do so. Units attempting to dig in are given a *Down* order and must make an order check at the end of the turn. If the test is successful then the unit remains *Down* for the next turn, after which they are then dug in.

FORTIFICATIONS

DEPLOYMENT

Fortifications are placed after the table's terrain and objectives have been set up, but before any units have been deployed. They are placed in the force's deployment area

specified in the scenario being played. When the player deploys his units, he may deploy them in appropriate fortifications such as trench lines, weapon pits, gun pits, or bunkers.

BARBED WIRE

Invented in the late 19th Century, barbed wire is a cheap and effective method of confounding enemy movement.

Cost	10 points per 8" by 1" strip
Special Rules	- Impassable to wheeled vehicles and artillery, a linear obstacle to infantry (see <i>Bolt Action</i> rulebook, page 46), and destroyed by the passage of tracked or half-tracked vehicles. - During a preparatory bombardment, roll a die for each strip. On a 6 it is destroyed. - Combat engineers (Pioneers) can clear an adjacent strip by receiving a <i>Down</i> order, but not as a reaction to enemy fire.

WEAPON OR GUN PIT

A weapon pit provides protection to team weapon units and small infantry units. A gun pit protects artillery units.

Cost	25pts per pit
Special Rules	- Gun Pits use the Dug In rules (see page 170)

ANTI-TANK DITCHES

A simple but effective method to affect the movement of the enemy's mechanised and armoured units.

Cost	10pts per 8" by 1" strip
Special Rules	- Impassable to wheeled vehicles and artillery, a linear obstacle to infantry (see <i>Bolt Action</i> rulebook, page 46), and destroyed by the passage of tracked or half-tracked vehicles. - Tracked vehicles must stop at a ditch and test to see if it has been constructed with sufficient depth to function as an anti-tank ditch. On a roll of 1, 2, or 3 it is impassable to tracked and semi-tracked vehicles for the rest of the game. Additionally, on a 1 the vehicle is immobilised for the rest of the game. - During a preparatory bombardment, roll a die for each strip. On a 6 it is destroyed - Combat engineers (Pioneers) can clear an adjacent strip by receiving a <i>Down</i> order, but not as a reaction to enemy fire.

TRENCH SECTIONS

The digging of trenches for protection has been around almost as long as warfare itself. Infantry units can be

deployed or moved into trench lines to give them protection against enemy fire.

Cost	25pts per 6" trench section
Special Rules	- Trenches use the Dug In rules (see page 170).

CONCEALED GERMAN EARTH AND WOOD BUNKER

Cost	40pts
Special Rules	- Bunker (refer to page 127 of the <i>Bolt Action</i> rulebook) - Hidden: At the start of a game the bunker and the unit inside it are Hidden (See page 131 of the <i>Bolt Action</i> rulebook). - The concealed earth and wood bunker provides a -4 to hit modifier to units firing with small arms at units inside the bunker, like a standard bunker. Earth and wood bunkers are not treated like a house or a bunker when hit by HE; instead they are treated like Dug In units which are always classified as <i>Down</i>.

ITALIAN PILLBOX

Italian pillboxes were round or hexagonal, with vision slits providing an all-round 360-degree view. Due to shortages of

building materials, many of the Italian pillboxes encountered by the Allies were not as sturdy as standard bunkers.

Cost	45pts
Special Rules	- Bunker (refer to page 127 of the <i>Bolt Action</i> rulebook) - Shortage of materials: When rolling to destroy an Italian pillbox only 11 hits are needed, instead of the normal 12 hits to destroy a bunker. - Small arms bunker: Only units with small arms, MMGs, HMGs, and anti-tank rifles may man this bunker. - 360-degree vision: Units inside this bunker have a 360-degree field of view. Units with the Fixed special rule still have to be given an <i>Advance</i> order to fire outside of their arc, receiving the normal -1 penalty.

RUBBLE

When buildings are destroyed, they leave behind a big pile of rubble. Attackers found that, if anything, rubble was even worse to assault than the buildings it had replaced; instead of having obvious doors and windows to cover as they advanced, defenders might be lurking literally anywhere. Moving across large piles of loose rubble could be tricky, especially for multi-ton tanks.

MOVEMENT IN RUBBLE

Rubble counts as rough ground for movement purposes, but it offers additional perils for tracked vehicles moving

across it. Tracked vehicles attempting to pick their way across irregular mounds of brick and concrete may slide sideways, ‘belly out’ or even crash through into cellars, sewers or other hidden voids beneath the rubble.

When a tracked vehicle is going to move across rubble that is above half the height of the vehicle model itself, declare their intended move and then roll on the Rubble table the moment they start moving onto the rubble.

Rubble Table	
D6 Roll	Result
0 or lower	Crash: The vehicle crashes through the rubble and into a cellar or sewer beneath. The vehicle is removed and counts as destroyed.
1–2	Bellied: The vehicle becomes temporarily immobilised by a protruding obstacle pushing against its belly armour and preventing the tracks from gripping. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn before it becomes immobilised until its next activation. Any shooting at the vehicle from the front that rolls a natural 6 to hit will strike its exposed belly armour (counts as rear armour). The vehicle can attempt to move across the rubble again next turn.
3–4	Slipped: The vehicle moves a short distance before slipping awkwardly sideways or backwards. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn. The vehicle can attempt to move across the rubble again next turn.
5–6	Crunch: With its engine roaring and treads clattering the vehicle is free to move across the rubble without any incident this turn.
Rubble Modifiers Heavy or Super-heavy tank: -2 Light or Medium tank: -1 Inexperienced crew: -1 Veteran crew: +1	

SHOOTING IN RUBBLE

The plentiful hiding places rubble provides means the hit modifier it provides for infantry occupying it depends on a unit’s current orders, as it is very important what a squad is actually supposed to be doing when they come under fire inside rubble. Rubble counts as hard cover when shot across at targets behind it, but when shooting against a unit that has the majority of its models inside the rubble, the following modifiers apply instead of the normal -2 hard cover modifier.

Target Orders	To Hit Modifier
No orders, Ambush or Down*	-3
Fire or Rally	-2
Advance	-1
*Cumulative with the Down Modifier.	

SEWER MOVEMENT

Outflanking units can opt to try to move through the city sewers, so that they can emerge just about anywhere. Only infantry squads, headquarters units and sniper teams can use sewer movement.

The order test penalty to arrive when using sewer movement is doubled; -2 instead of the usual -1. If the test is successfully passed the unit may use an *Advance* or *Run*

order to move onto the table from any ground level point on the tabletop that is more than 6" away from any enemy model.

If a FUBAR is rolled by a unit attempting to use sewer movement, it gets hopelessly lost, suffocates or triggers a booby trap. The unfortunate unit is destroyed.

Italian and US forces clash in town



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